

ARMY MENTM 3D

**REAL COMBAT.
PLASTIC MEN.TM**



3D0TM

Greg Kramer

ARMY MEN 3D

Prima's Official Strategy Guide

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THE
WORLD
OF
ARMY
MEN

Think back to those bygone days in a leafy suburban backyard. There you sat, grass stains on your pants, dirt on your face. You commanded a legion of small, green, plastic soldiers against the evil forces of whatever enemy was available—your best friend, your sister's toys, the cat. No matter who the foes, you commanded your troops with merciless precision, all the while providing the sound effects: PKOW! ACK-ACK-ACK! BCWEW!

Ever wonder what those little, green heroes did while you were away? Now we know. 3DO's acclaimed release, *Army Men*, provided legions of wannabe generals the pleasure of seeing their beloved toys in motion and discovering their hidden, secret life. In *Army Men*, we experienced first-hand the war between the Green and the Tan. We also discovered a new hero for our generation: the indomitable Sarge.

Now, in *Army Men 3D*, this brave little action figure is on his own and on your PlayStation in an all-new, fully 3D world. Eighteen brand new missions await you as you discover the secret of the Tan's mysterious artifact and their plans to conquer this world...and others?

USING THIS GUIDE

To have any chance of survival, you'll have to learn to preserve every ounce of plastic on your tiny, little body. This means deftly controlling Sarge and always being ready for what comes next.

Think of this guide, then, as both basic training and an intelligence briefing all in one. This first section will teach you about the basic skills needed to succeed. These are vitally important given the relatively small amount of damage you can withstand. The second section will introduce you to the weaponry and tools found around the battlefield and in the hands of your enemies. The third section will walk you through each level, indicating every power-up's location and

briefing you on what to expect at every turn. Finally, the fourth section provides specific information and strategy for Two-Player *Army Men 3D* matches.

Good luck on your journeys Sarge, you're going to need it.

BASIC BUTTON ASSIGNMENTS



↑ MOVE SARGE FORWARD	↓ MOVE SARGE BACKWARD
← TURN SARGE LEFT	→ TURN SARGE RIGHT
× FIRE	▲ CYCLE WEAPONS FORWARD
■ CYCLE WEAPONS BACKWARD	● FAST TURN (WHILE HOLDING ← OR →)
L1 DUCK	L2 ROLL (WHILE HOLDING ← OR →)
R1 COMBAT CAM	R2 PRONE (WHILE HOLDING ↑)

CONTROLLING SARGE

BASIC MOVEMENT



Move around the battlefield by manipulating Sarge forward and backward (↑ and ↓) and turning him left and right (← and →). Note that Sarge advances at a brisk run but retreats at a slow, backward march. Note also that Sarge turns slowly unless you press ● in conjunction with ← and →.

FIRING



To fire your currently selected weapon, point it in the general direction of your target and press ×. As long as you're pointing in the approximate

direction you wish to fire, Sarge will shoot at your chosen target. Occasionally, when there are multiple targets in a given direction, Sarge may fire at the wrong one. Use your tracers to gauge the accuracy of your aim.

You can more precisely control Sarge's aim by holding R1 to activate the Combat Cam located directly behind and above Sarge's helmet.

This provides a more direct view of your targets and bypasses any obstacles (i.e. trees behind Sarge).



TARGETING GRENADES/MORTARS

Grenades and Mortars are a bit different. When you throw a Grenade or launch a Mortar, turn to face your target; then press and hold ×. Do not let go of × until you wish Sarge to launch his attack.



Holding × will cause a square target to move away from you in a straight line. This is your projectile target. When you release ×, the Grenade or Mortar will be launched to the spot where the target stops.



The target will continue to move forward until it reaches its maximum range (longer for Mortars than for Grenades). When it reaches maximum range, the target will begin to move back

toward Sarge. Therefore, if you miss your intended enemy, keep holding × until the target moves back into the desired position.

To abort the use of a Grenade or Mortar while you are holding ×, press ■ or ▲ to switch to another weapon.



ROLLING



Rolling is possibly the most effective skill for avoiding enemy fire while shooting at your opponents. Roll side to side (and preferably into and out of cover) while firing. This will allow you to preserve your life while you end the lives of anyone Tan.



Rolling can be initiated from any position. While standing or kneeling, hold L2 and press **←** or **→**—you will emerge from the roll in a kneeling position. You may

also roll while prone. Hold **↑** and R2 to dive to the ground. Then, while still holding R2, press L2 and **←** or **→**—you will finish the roll in the prone position.

DUCKING



Ducking (L1) allows you to lower your head to avoid fire. This comes in handy when you want to hide behind an object that's low enough to fire

over, but too low to completely hide behind. Simply squeeze off a few rounds and immediately duck. Note that you can duck from a standing and kneeling position but not while prone.

DIVING

You can dive into a prone position (flat on the ground) by pressing R2 while holding **↑**—R2 will have no effect if pressed alone. If you release the R2 button, Sarge will immediately take a kneeling position. This is the easiest way to get into a kneel and a great move when diving behind a low rock.



If you wish Sarge to remain prone, continue holding R2. While prone, you may advance, retreat, or turn normally. You can also roll by holding down L2 (while still holding R2) and pressing **←** or **→**.

KNEELING



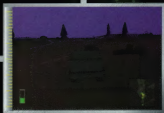
As alluded to above, you may assume a kneeling position by diving and releasing R2 after the dive. You'll also be in the kneeling position automatically after you roll from the standing position. Tap **↑** or **↓** to resume standing.

CONTROLLING VEHICLES



Walk near any vehicle to hop behind the wheel. Then steer the same way you move Sarge: **↑** to go forward, **↓** to go backward, **←** to turn left, and **→** to turn right.

Firing vehicle-mounted weapons is a bit different. Rotate mounted guns left and right by pressing L2 or R2, and fire by pressing X.



When driving a Tank, move the gun up and down (in Combat Cam mode only) by pressing **↑** and **↓**. However, guns in other vehicles do not move vertically. Note that while in Combat Cam mode, you cannot move your vehicle, only your weapon. Exit a vehicle by pressing **▲**, **●**, or **■**.

GENERAL SKILLS

USING COVER

To get anywhere after the first few levels, you must learn to advance using available cover. Keep in mind that your health is very limited (you can only withstand five shots from a rifle, one from a bazooka, or two grenades). So avoid getting hit at all costs.



You can hold R1 to activate the Combat Cam in vehicles too. While in Combat Cam view, you can turn mounted guns two ways: press L2 and R2 or **←** and **→**.

You'll have difficulty doing anything behind cover. So you must venture out judiciously to attack your foes.

Here's how you balance these two conflicting requirements: Roll, duck, and dive in and out of cover and advance incrementally, using each bit of cover as a stopping point. Never make a beeline to your opponents, or they'll mow you down in your tracks. Stop and duck behind every rock and wall that stands between you and the Tan. Once under cover, find a way to get a shot or two off, but expose yourself as little as possible.

SERPENTINE



Another important skill is Serpentineing (or running in a random zigzag). Never run in a straight line; it makes you very easy to target. Change directions suddenly and frequently, especially on wide stretches of open ground. Remember also to vary the rhythm with which you change direction. Otherwise, you'll still be a pretty easy target. Be unpredictable.



LATERAL RUNNING

Particularly in single-player mode, always run laterally across stationary foes (i.e. machine gun nests or towers), sprinting along the line of fire. Sarge can run faster than an enemy gunner can swing his weapon to target him.

If you feel confident with this tactic, angle your runs slightly. You may thereby advance slowly but safely.



ATTACKING FROM COVER

The most effective way to inflict damage and protect yourself is to use Grenades and Mortars from the safety of cover. To do this, face your intended victim from behind cover and press X. The target will move beyond your cover and toward your enemy as if there were nothing between you. This tactic is especially effective against enemies hiding behind walls or sandbags.

Unfortunately, this technique can also be used against you. If you spend a lot of time behind cover, you may find yourself with a live pineapple in your lap.

RANGE



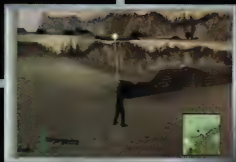
BOBBING SLOW PROJECTILES AND GRENADES

Devastating weapons like Bazookas, Mortars, and Grenades launch very slowly and take time to reload. Use this to your advantage when you are on the receiving end of these weapons.

Mortars must arc in the air and, therefore, take time to land. If you hear a Mortar launch, get away from where you are.

Grenades take a long time to land and pause before detonating. When one lands next to you, immediately rush the guy who threw it. He'll be defenseless, and you'll be clear of danger.

Bazooka projectiles travel very slowly, so you can avoid them. Keep your eyes peeled and be ready to roll.



When a massive force is waiting in the distance, you may be able to attack from safety with your longest-range weapon. If the enemy's only available weaponry has a shorter range, you can attack with absolute impunity.

**CHEAT
CODE**

Invulnerability: !SANTINI



WEAPONS,

POWER
UPS,

AND VEHICLES

WEAPONS

Bare hands just won't cut it in this cruel, molded-plastic world. You'll need every ounce of help you can get from this snazzy collection of weapons and explosives.

LEGEND

FIRING STANCE: Stances (i.e. standing, kneeling) from which Sarge may fire a weapon.

AMMO: Maximum ammo capacity.

DAMAGE AT IMPACT: Hit points (HP) of damage done by weapon.

RADIUS DAMAGE: Hit points of damage done within weapon's blast radius. (NOTE: explosive weapons like Grenades have radius damage, bullet weapons like Rifles don't.)

MINIMUM RANGE: Shortest distance from which the weapon can be fired.

MAXIMUM RANGE: Longest distance within which the weapon can cause damage.

RATE OF FIRE: Number of times per second a weapon can fire.

VELOCITY: Speed at which a weapon's projectile moves.

SARGE'S WEAPONS

RIFLE



The Rifle is your basic weapon. You always have one, and it never runs out of ammunition. It's one of the longest-range weapons in the arsenal. Use it to take out shorter-range, but more powerful, enemy weapons.

- **FIRING STANCE:** Standing, Kneeling, Prone
- **AMMO:** Unlimited Ammo
- **DAMAGE AT IMPACT:** 4 HP
- **RADIUS DAMAGE:** None
- **MINIMUM RANGE:** 0
- **MAXIMUM RANGE:** 384
- **RATE OF FIRE:** 3 rounds per second
- **VELOCITY:** 1,000

GRENADE



When under heavy fire, you may be unable to stand up to fight back. So lob a Grenade. You can do it from behind cover and you won't expose yourself to damage. However, watch out for enemy pineapples landing in your kitchen.

- **FIRING STANCE:** Stand, Kneel, Prone
- **AMMO:** 10
- **DAMAGE AT IMPACT:** 15 HP
- **RADIUS DAMAGE:** 1-15 HP, decreasing as distance from impact point increases
- **MINIMUM RANGE:** 100
- **MAXIMUM RANGE:** 250
- **RATE OF FIRE:** 1 toss every 2 seconds
- **VELOCITY:** 200

BAZOOKA



The Bazooka has the longest range of any hand-carried weapon, as well as devastating explosive power. It is, however, slow to reload, difficult to aim, and rare. Use liberally on Tanks.

- **FIRING STANCE:** Standing, Kneeling
- **AMMO:** 10
- **DAMAGE AT IMPACT:** 50 HP
- **RADIUS DAMAGE:** 1-50 HP, decreasing as distance from impact point increases
- **MINIMUM RANGE:** 0
- **MAXIMUM RANGE:** 384
- **RATE OF FIRE:** 1 round every 2.5 seconds
- **VELOCITY:** 1,000

MORTAR



More powerful than Grenades, these explosives are long range and detonate on impact. However, they're scarce and have a low refill rate. Use them on distant, stationary targets or slow-moving vehicles (i.e. Tanks).

- **FIRING STANCE:** Kneeling
- **AMMO:** 10
- **DAMAGE AT IMPACT:** 100 HP
- **RADIUS DAMAGE:** 1-100 HP, decreasing as distance from impact point increases
- **MINIMUM RANGE:** 150
- **MAXIMUM RANGE:** 512
- **RATE OF FIRE:** 1 round every 4 seconds
- **VELOCITY:** 200

FLAMETHROWER



What's more fun than melting plastic with a blow torch strapped to your back? For Sarge, nothing. Watch your enemies bubble as you unleash burning horror. Beware, however, that the Flamethrower expends fuel very rapidly and has only a medium range.

- **FIRING STANCE:** Standing
- **AMMO:** 100 seconds
- **DAMAGE AT IMPACT:** 3 HP/sec
- **RADIUS DAMAGE:** None
- **MINIMUM RANGE:** 50
- **MAXIMUM RANGE:** 140
- **RATE OF FIRE:** Continuous
- **VELOCITY:** 500

AUTO RIFLE



This is a rapid-fire version of the basic Rifle. Hold down the Fire button for a constant spray of bullets. Unlike the Rifle, however, this bangstick has limited ammunition and tears through it at a ferocious rate. The Auto Rifle also has an

effectively shorter range. So if an enemy is firing an Auto Rifle, you can kill him with a normal Rifle while staying just out of his range.

- **FIRING STANCE:** Standing, Kneeling, Prone
- **AMMO:** 150 rounds
- **DAMAGE AT IMPACT:** 3 HP
- **RADIUS DAMAGE:** None
- **MINIMUM RANGE:** 0
- **MAXIMUM RANGE:** 384
- **RATE OF FIRE:** 4 rounds per second
- **VELOCITY:** 1,000

MINE



Drop these little surprises to ward off unwanted pursuers. Mines do serious damage to anyone who triggers them. Note that you'll be able to see any Mines you lay, but your enemies won't.

- **FIRING STANCE:** Any stance
- **AMMO:** 10
- **DAMAGE AT IMPACT:** 20 HP
- **RADIUS DAMAGE:** 1-20
- **MINIMUM RANGE:** 0
- **MAXIMUM RANGE:** 0
- **RATE OF FIRE:** Set one mine per 1.5 seconds
- **VELOCITY:** N/A

EXPLOSIVES



Use these bundles of C4 when a mission requires you to blow stuff up. They can, of course, be used as weapons in battle (to blow up towers, for example). Just be sure they won't be needed later for a mission objective.

- **FIRING STANCE:** Standing
- **AMMO:** 4
- **DAMAGE AT IMPACT:** 100 HP
- **RADIUS DAMAGE:** 1-100 HP
- **MINIMUM RANGE:** 0
- **MAXIMUM RANGE:** 0
- **RATE OF FIRE:** Set one explosive every 3 seconds
- **VELOCITY:** N/A

STATIONARY AND VEHICLE-MOUNTED WEAPONS

Some weapons are only available on vehicles or defense towers. Put these weapons to good use. Of course, they're not all available for your use in every game, but you should be acquainted with them because they'll be directed at you.

LIGHT MACHINE GUN



Mounted on jeeps, these low-power, automatic guns are great for mowing down long lines of enemies. Long range and unlimited ammo make their paltry damage bearable.

- **AMMO:** Unlimited
- **DAMAGE AT IMPACT:** 2 HP
- **RADIUS DAMAGE:** None
- **MINIMUM RANGE:** 8
- **MAXIMUM RANGE:** 384
- **RATE OF FIRE:** 3 rounds per second
- **VELOCITY:** 1,000

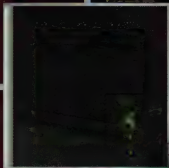
MEDIUM MACHINE GUN



You'll find these mounted on stationary guard towers in enemy camps and fortresses. Destroy these deadly, long-range, defensive weapons from a great distance with a Bazooka (or a simple Rifle). Sarge cannot use the Medium Machine Gun.

- **AMMO:** Unlimited
- **DAMAGE AT IMPACT:** 4 HP
- **RADIUS DAMAGE:** None
- **MINIMUM RANGE:** 8
- **MAXIMUM RANGE:** 384
- **RATE OF FIRE:** 3 rounds per second
- **VELOCITY:** 1,000

HEAVY MACHINE GUN



Found only on Half-Tracks, this is the fastest-firing, most powerful automatic weapon in the bunch. It never runs out of rounds, and it packs a mean wallop. Too bad it's only available in Two-Player games.

- **AMMO:** Unlimited
- **DAMAGE AT IMPACT:** 6 HP
- **RADIUS DAMAGE:** None
- **MINIMUM RANGE:** 8
- **MAXIMUM RANGE:** 384
- **RATE OF FIRE:** 3 rounds per second
- **VELOCITY:** 1,000

CANNON



Found on all Tanks, this immensely powerful weapon is difficult to use but worth the effort. It has the longest range of any weapon. However, the Cannon is slow to reload, hard to aim (you must often arc your shots), and useless at short range. Unlike other vehicle-mounted weapons, the Cannon can be rotated and elevated.

- **AMMO:** Unlimited
- **DAMAGE AT IMPACT:** 50 HP
- **RADIUS DAMAGE:** 1-50 HP
- **MINIMUM RANGE:** 8
- **MAXIMUM RANGE:** 512
- **RATE OF FIRE:** 1 round per 3 seconds
- **VELOCITY:** 1,000



WEAPON TABLE

WEAPON	STANCE	AMMO	IMPACT DAMAGE	RADIUS DAMAGE	MIN. RANGE	MAX. RANGE	FIRE RATE	VELOCITY
Rifle	S,K,P	Unlimited	4	0	0	384	3/sec	1,000
Grenades	S,K,P	10	15	1-15	100	250	.5/sec	200
Mortar	K	10	100	1-100	150	512	.25/sec	200
Bazooka	S,K	10	50	1-50	0	384	.4/sec	1,000
Flamethrower	S	100 sec.	3/sec.	None	50	140	Continuous	500
Auto Rifle	S,K,P	150	3	None	0	384	.4/sec	1,000
Explosive	S,K,P	4	100	1-100	0	0	.3/sec	N/A
Mine	S,K,P	10	20	1-20	0	0	.6/sec	N/A
Lt. Machine Gun	N/A	Unlimited	2	None	8	384	3/sec	1,000
Med. Machine Gun	N/A	Unlimited	4	None	8	384	3/sec	1,000
Hvy. Machine Gun	N/A	Unlimited	6	None	8	384	3/sec.	1,000
Cannon	N/A	Unlimited	50	1-50	8	512	.3/sec	1,000

S = Standing K = Kneeling P = Prone

POWER UPS

MINE SWEEPER



This tool is essential for navigating mine fields. Arm the Sweeper before you enter a field and it will reveal the location of the Mines. It does not, however, diffuse live Mines. Note also that once a Mine is exposed, you can walk over it safely. You cannot,

however, drive a vehicle or lead a squad over exposed Mines. You won't incur any damage, but your vehicle or mates will.

INFORMATION



Information is often part of mission objectives. Frequently, you must stop an enemy agent from delivering Information and steal it from him. To read Information when it resides in your inventory, select it and press the Fire button.

SQUAD



To command troops, select them as you would a weapon. When you select them and press the Fire button, you have two options: Command your troops to Follow (tag along with you, attacking any enemy they see) or Defend

(stand in place, firing on any enemy in view). These poor grunts tend to be a bit foolhardy, so put them in Defend mode if you don't want them running off.

MEDICAL KIT



Here's a small dose of healing. Run over these boxes when you need a boost, and they'll return some of your precious life to you. You can't pick them up at full health.

MEDICAL PACK



This restores you to full health in an instant. Don't pick up a Medical Pack unless you're at less than half of your full health amount. There's no point in wasting a full heal when you're only lightly damaged.

RECONNAISSANCE RADIO



Calling for recon displays all enemies in range on your map inset. Normally, only enemies within visual contact show up on your map inset, but the Recon Radio gives you vision beyond Sarge's own eyes. It only displays for a

limited time, so study it well. Use Recon Radio by selecting it and pressing the Fire button. Be sure, however, to switch to another weapon before proceeding. It's very easy to accidentally head into battle armed with only a radio.

VEHICLES

JEEP



This basic mode of motorized transportation is quick but fragile and weak on firepower.

- **SPEED:** 50 mph forward/30 mph backward
- **HP:** 75
- **WEAPON:** Small Machine Gun
- **DAMAGE:** 2

HALF-TRACK



Average in both speed and maneuverability, the Half-Track features the devastating Heavy Machine Gun and armor topped only by the hulking Tank. You will only be able to command one of these beauties in Two-Player games.

- **SPEED:** 35 mph forward/20 mph backward
- **HP:** 200
- **WEAPON:** Heavy Machine Gun
- **DAMAGE:** 6

TANK



The Tank is a weapon on wheels. Not only does it come fully loaded with a Cannon and unlimited ammo, it can also be used to run over enemy soldiers. It has extremely thick armor (damaged significantly only by explosives) and can roll over rough terrain. However, it's very slow in both speed and refire rate. Also, when in Combat Cam mode, the Tank's turret rotates horizontally (like other vehicle weapons) and vertically (by pressing \uparrow and \downarrow while holding R1).

- **SPEED:** 25 mph forward/18 mph backward
- **HP:** 300
- **WEAPON:** Cannon
- **DAMAGE:** 50

VEHICLE TABLE

NAME	SPEED FWD	SPEED BKWD	HP	WEAPON	DAMAGE
Jeep	50 mph	30 mph	75	Sm. Machine Gun	2
Half-Track	35 mph	20 mph	200	Hvy. Machine Gun	6
Tank	25 mph	18 mph	300	Cannon	50

WALK-THROUGHS:

DESERT

DEPOT RUN

- **WEAPONS:** Rifle, Auto Rifle, Grenades, Flamethrower
- **POWER-UPS:** Medical Kits, Medical Packs
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Rifles, Grenades, Auto Rifles



BRIEFING

Sarge, get to the Tan weapon depot to the west of town. The depot will be well defended.

WALKTHROUGH



You'll get your first taste of combat soon enough in this first mission facing north. A sheer cliff face drops off to your left, and the path leads north.



Turn around and snap up the box of Grenades.

Once you've got your bearings, walk north along the ridge.



To the west, some armored vehicles are facing off in the valley below.





Eventually, the path will turn left and lead over a bridge.



Look to your left as a Tan soldier sprints across your field of vision from left to right. Fire ahead of him from this prone position, and you should be able to nab him.



Advance to the next sandbags, and another Tan soldier with a Rifle will pop out from one of the sheds ahead and to the right. Duck to avoid his return fire and knock him out.



To the right of the bridge, follow the edge of the cliff around to find a hidden stash containing a Flamethrower and a Medical Pack.

Begin your exploration of the town by sticking to the main road, not the one branching off to the left (yet).



Just to the left of the road, you'll find a Medical Pack.

Next to this Pack is a low, stone wall. Take cover behind it and fire over it to pick off the Tan sniper due south.



TIP
DON'T STAND DIRECTLY AGAINST THE WALL, OR YOU WON'T BE ABLE TO FIRE YOUR OWN WEAPON. YOU HAVE TO INCH BACK FROM THE WALL UNTIL YOUR BULLETS CAN CLEAR IT.



Turn right and hunker down behind the stack of boxes to duel with another sniper stationed at the far edge of the town. Some skillful rolling and diving (or a Grenade) should keep you alive.



Make a left and walk down the path.



Continue following the road to the western edge of town. You will be fired upon from the left.



Return to the four-way intersection and turn left (south).

Take cover and face south. Target the oil barrels in front of the Tan soldier and blow him to kingdom come.



When the road turns left, you'll see a four-way intersection ahead.



Take cover behind the first low, L-shaped brick wall you see. Fire will commence from the southwest. Rub out the Tan on the other end of this barrage and grab the Medical Kit.



Turn due south and look up on a high hill. You'll see a lone Tan soldier surveying the landscape. He doesn't, however, see you.

Move forward to the larger wall, switch to your Combat Cam, and fire a few rounds at him.



Turn north (right) and look toward the building in the distance.



Inch forward to do battle with four Tan soldiers scattered around this depot. Three of the soldiers will run around to get a good angle on you, but one will stand fast to guard the ammo stock.

To win the mission, get inside the bricked area with three power-up boxes. You probably can't get inside without wiping out all four soldiers, but it is possible.



Once you clear out the opposition, walk into the ammo depot. There are three ammo crates here, but you won't have time to use them as the mission ends.



From up here, head west along the ridge until it ends at the foot of a cliff. Don't forget to pick up the Medical Pack on the ridge.



Firing on this look-out makes the rest of the Tan soldiers in this camp scramble, so make a break for his sniper nest.



TIP
YOU HAVE A LONGER RANGE WITH YOUR WEAPON THAN THE TAN SNIPER DOES. SO YOU CAN STAY JUST OUTSIDE HIS MAXIMUM RANGE AND STILL KILL HIM. INCH FORWARD, THEREFORE, UNTIL YOU SEE YOUR SHOTS MAKE CONTACT.

SPY HUNT

- **WEAPONS:** Rifle, Auto Rifle, Grenades
- **POWER-UPS:** Medical Kits, Medical Packs, Recon Radio, Information (dropped by Blue Spy)
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Rifles, Grenades



BRIEFING

Sarge, there is a Blue Spy in the area. He has information we must have. Resistance should be light until you get to the canyon. We believe the Spy is holed up in a house in the northern part of the canyon. There is no way out of this canyon, so take your time and make sure the spy doesn't get away.

WALKTHROUGH



You begin this mission facing west in the northwest corner of the map. A wall covers your back, and an open area lies ahead with Grenades, an Auto Rifle, and a Recon Radio.

Grab all of these goodies and call for a recon. Ahead, you'll see three Tan soldiers on your map inset. Proceed southwest, keeping your eyes peeled for waiting enemies.



A distant cliff wall and the opposite edge of the canyon fade into view. Just then, the overzealous trio of Tan infantrymen open fire while you're still out of range.

TIP

TAN PATROLS MAY ACCIDENTALLY KILL THE BLUE SPY IN THE HEAT OF BATTLE. IF YOU ARE HAVING TROUBLE FINDING HIM, SEARCH THE GROUND FOR HIS DROPPED DOCUMENTS. YOU DON'T NEED TO KILL HIM YOURSELF; YOU MUST MERELY GET OUT ALIVE WITH HIS SECRET FILES.

Serpentine your way to the first triangular wall fragment on the right side of the path.





Take refuge here and lob a Grenade at the Tan soldier to the west. You may have to peek out from behind the wall to coax him into opening fire and revealing himself. As he

expires, he drops a box containing Auto Rifle ammo.

Turn left and walk toward the low wall along the edge of the cliff. Stay out of range of the sniper across the gorge and fire off a few test shots in his direction. Inch

forward until you're able to hit him, but step cautiously. Don't come into his range.



Run west, snap up the Auto Rifle ammo dropped by the first enemy, and turn south to follow the ridge.

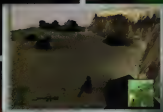


As the ridge curves south and east, watch your map inset for a sniper in the distance. Take cover behind a low rock and outgun the distant foe.



Once you take him down, another will open fire from a nest to his right. You can pick him off from the same spot, but keep in mind that he has a better angle on

you than his predecessor did. Use cover judiciously.



Walk carefully toward the snipers' nest, but stop outside the sandbag wall. Another Tan will stroll across the camp; ventilate him before he notices you.

Proceed into the camp and scoop up two Grenade boxes, a Medical Pack, and two Auto Rifle boxes.



As you peer over the cliff to the south, a larger Tan camp takes notice of you and opens fire from several directions. If you look carefully, you'll see the Blue Spy flee down the

canyon to the south (he's the blue spot on your map inset). You may be able to pick him off now, but you will have to be VERY good and VERY lucky.

TIP

SWITCHING TO YOUR COMBAT CAM MAKES IT EASIER TO SEE A FOE WHILE STAYING OUT OF HARM'S WAY. IT MAY TAKE A FEW TRIES TO DROP THESE GRENADES JUST RIGHT, BUT THERE'S NO OTHER WAY TO KNOCK THESE GUYS OFF WITHOUT TAKING CONSIDERABLE DAMAGE YOURSELF.

Use Grenades and your standard Rifle to flatten opposition. First, locate the two Tans directly below you and drop Grenades into their laps. The right-hand Rifleman drops a Medical Pack.





Move around the ridge and dive behind one of the low rocks. Shoot carefully at the pair of snipers on the far side of the camp.

Poke around the camp and collect the dropped Medical Pack, Grenades, and a Recon Radio.



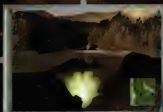
At the northeast portion of the camp, a fence blocks off some boxes. There's no way to blow it, and there's nothing you need anyway, so move on.



Proceed to the barbwire fences and creep forward until the distant snipers open fire.

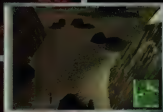


The first two can be handled with long-range Rifle fire. But the third must be killed with a Grenade from the cover of the large tent. Sweep up a Medical Pack and an Auto Rifle.



Continue down the passage to the south and pick off the sniper hiding behind a rock.

Turn east to face the next Tan camp. The Blue Spy again flees deeper into the canyon. All opposition here can be handled with long-range Rifle fire. A search of the camp reveals a box of Grenades.



To the left of the camp is a narrow passageway leading to



a Tan guard and a stash of a Medical Pack, a Flamethrower, and a Recon Radio.

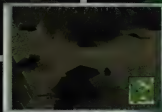


Return to the camp and proceed through the south-east passage until the snipers begin to fire.



Move to the left of the cavern and hug the wall until you reach the left side of the barbwire fence. Just ahead is a Tan soldier with an Auto Rifle. Lob a Grenade into his nest.





As you move past the barbed wire, notice that the passage splits left and right. The left passage leads to the evacuation point, but you must first gun down the Spy

before your evac chopper will arrive.

TIP

MAKE SURE THE SPY DOES NOT DOUBLE BACK TOWARD THE EVAC POINT. THIS IS HIS ONLY WAY OF GETTING PAST YOU, AND YOU'LL HAVE TROUBLE CAPTURING HIM IF HE DOES IT.

Heading down the right-hand passage attracts the attention of two snipers in the distance. Gun them down from long range. Though there is safe cover



between you, you'll probably take considerable damage getting to them. Collect the Medical Pack that waits in their nest.



Continue east, following the fleeing Blue Spy. Vaporize the Tan guard in this small outpost.



after him. A lone gunman on your left should be your first priority.

Bolt for his now-vacant nest. Note the open passage behind you that leads to the helicopter. Be sure the Spy does not get to this pass, or you may not be able to catch him.

Advance through the camp to take out the remaining soldiers (a couple Riflemen and one lobbing Grenades).



Got him! Note, however, that when you have the Blue Spy cornered, he will fight back with his Auto Rifle. Hide behind these boxes and lob a Grenade to finish him off.



Once the Blue Spy is plastic shrapnel, grab his Information and head for the chopper.



Head up the northwestern passage toward the now-available chopper. Walk up to it, and your mission ends.

DRIVE BY RESCUE

- **WEAPONS:** Rifle, Auto Rifle, Grenades, Mines
- **POWER-UPS:** Medical Kits, Medical Packs, Recon Radio, Mine Sweeper
- **VEHICLES:** Jeep
- **ENEMY WEAPONRY:** Rifles, Grenades



BRIEFING

Sarge, Tan have captured two of our men. They are being held in a fenced-off area north of the Tan camp. You will need to pick them up in a Jeep dropped to the northeast of your starting position. To get the Jeep to them, however, you must first find a Mine Sweeper and scan the mine field. Pick up the men and deliver them to the helipad in the northeast corner of the map.

WALKTHROUGH

This rescue mission begins in the far south-west corner of the map. Move forward to scoop up the box of Grenades.



You will first have to find a Mine Sweeper. Move forward and follow the wall as it turns east. In the distance is the Jeep you will need to complete your mission.

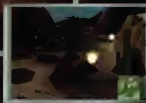
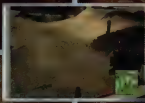


Walk northeast of the Jeep until the snipers in the distance open fire.

Serpentine across the field until you get to the rocks between you and the snipers (next to the cactus). Dive behind one of the rocks and pick off all three Tans.



The passage opens in a large plain with a rocky slope leading up and out of it. Fire on the Tan soldier northwest of you (he gives up a box of Grenades when he expires).



Advance through this northeastern corridor as it twists around to the northwest. Off to the right, sniff out a Medical Kit and a Recon Radio.



Approach the Jeep, but don't hop behind the wheel just yet—you won't be able to get it through the mine field.

Just ahead of you and to the right (northeast) is a large, elevated ridge where you will find the Mine Sweeper.



As you advance up the ramp, exchange bullets with a Tan soldier just beyond the ramp.



Once the closest of the soldiers is eliminated, focus on the two Riflemen in the distance. It's difficult to get Sarge to auto-target these long-range foes, but it is possible. Switch to the Combat Cam if you are having

At the top of the ramp, take cover and duel with the sniper due north of your current position.



trouble. Your future safety is more secure if you can snuff these guys from here.

Finally, continue west and north on this high ridge to find one more sitting duck in the far distance.



Once the nest is clear, snoop around to find the Mine Sweeper, Medical Kit, and Grenades.



Once you've done all the target shooting you can from on high, return to the Jeep.

Proceed around the northern ridge of this area and pick off as many of the enemies below as possible. The first one is a sniper just northwest of where you found the Mine Sweeper.



TIP
KEEP YOUR EYES PEELED FOR THE MINE FIELD SIGN. IF YOU DRIVE INTO THE FIELD, YOU WILL LOSE YOUR JEEP (AND THE MISSION) ALMOST INSTANTLY.



Continue northeast and snipe at the soldier dug in at the base of a distant cliff.



Drive the Jeep southwest to the far western edge of the map and proceed north. Drive it to the edge of the mine field, but DO NOT enter it.

Once he's neutralized, spin around to your left to spy a gaggle of future foes. The closest is behind a rock just below the ridge. Stand far enough back from the edge of the ridge to see the Tan soldier, but not close enough for him to shoot you. Toss a Grenade to him before he has a chance to react.



Whip out your Mine Sweeper and walk through the field to expose all of the Mines. Go back and forth across the pass from left to right.



Remember to cover the whole mine field until you see another warning sign (on the left).

TIP

IF YOU ARE HAVING TROUBLE SEEING THE EXPOSED MINES AHEAD, SWITCH TO COMBAT CAM TO GET A BETTER VIEW.



Return to the Jeep and navigate it through the mine field. Remember, two Mine explosions and your Jeep is history.

Once you're through the mine field, you should leave the Jeep here. Yes, you can use it to mop up the remaining resistance, but you risk the failure of your mission if the Jeep is destroyed.



NOTE

FOR THE PURPOSES OF THIS WALKTHROUGH, WE'LL ASSUME THAT YOU LEFT THE JEEP BEHIND. MOST INSTRUCTIONS, HOWEVER, APPLY REGARDLESS OF WHAT YOU DO WITH THE JEEP.

Proceed north toward the large butte where the trail splits left and right. Take the left fork to find the prisoners.



Auto Rifle and the other a Medical Pack.

Inch forward, but be ready for more opposition in the distance. Use your Rifle on both of these two shooters.



Collect the Auto Rifle and the Medical Kit. Be ready to squeeze off a few rounds toward a gunner in the north before collecting the Medical Pack.



Continue to the right (west) after you pick up the Medical Pack, and you'll notice some boxes hidden behind a bush. Root around back there to find a Medical Kit and Grenades.



Doing this should attract the attention of a gunner to the northeast. You'll have no trouble dusting him from behind the bushes.

It's time now to empty out that camp in the southern part of this canyon so you can rescue your mates in peace.





First, take out the guard on the left side. Do this from as far away as possible because a Grenade-tossing soldier is lurking behind that barbwire. If you get within range, you're dead.

TIP

YOU MIGHT WANT TO LEAVE THE JEEP WITH ITS VALUABLE PASSENGERS IN A SAFE PLACE WHILE YOU CLEAR A ROUTE TO THE HELIPAD. YOU'VE DONE A LOT OF WORK COMING THIS FAR, NO POINT IN WASTING IT BY WRECKING THAT FRAGILE JEEP.

Once the Rifleman is down, go after that Grenadier with a taste of his own medicine or rush him with your Rifle. Just be sure you don't stand still until you gun him down.



You can now enter the camp and pick up Auto Rifle ammo, a Medical Kit, and a Recon Radio.



To the east, you'll see a box on a raised area. With it is a Grenadier lobbing pineapples in your direction. Pick him off. If you need a health boost, you can access his Medical Pack from a ramp around the other side of his hill.

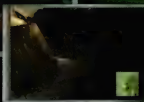
A lone sniper will open fire from a high nest on the northeastern side of this pass. Below him is a stash of Mines and Grenades.



Leave the camp and head north to the gated section on the western wall of the cavern.



As you round the bend and head east, you'll face one more Rifleman dug in at the base of the helipad butte. Bear left as you approach the butte.



Shoot the oil barrel to blow up the fence and liberate the prisoners. They won't come out until you bring the Jeep over (they're injured), so go back and fetch it. Once you arrive in the Jeep, exit it and

approach the prisoners—they'll run to the Jeep.

Three more snipers (two to the northeast and one on the butte) block your path to the left. Pick them off easily from a distance.



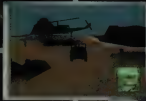
Now you've got to head for the helipad and safety.

There will be some remaining opposition, but you should have gotten most of them in your sniping session earlier. Proceed northeast.



Drive the Jeep toward the helipad until your squad jumps out and boards the craft. When everyone is safely aboard, the mission ends.

Drive north around the butte until you see a ramp leading up to the helipad.



COMM

DOWN

- **WEAPONS:** Rifle, Grenades, Auto Rifle, Explosives
- **POWER-UPS:** Medical Kit, Medical Pack, Recon Radio,
- **VEHICLES:** Tank
- **ENEMY WEAPONRY:** Auto Rifles, Tanks, Grenades



BRIEFING

Sarge, the men you just rescued have provided data on the Tan fortress. The radio tower is the early warning system for the fortress. You need to knock it out to catch the fortress off guard. Once inside the base, you'll have five minutes to take out the tower.

WALKTHROUGH



You begin next to a large green tent, facing northwest in the northeast corner of the map.



Behind those bushes in the sniper nest is a narrow passageway. Push through the greenery and the passage to locate a Tank.



As you turn south, you'll see a pocket off to the left. In it, a gunner sits behind a barbed wire fence. Hang out behind this big shield and lob a Grenade at him. Grab his Medical Kit.

Hug the northern wall of the map as you proceed northeast.





Hop directly into the Tank and be prepared to do battle with a Tan Tank to the south. Fire off three quick rounds into the Tan Tank before it has a chance to target you. If you

miss, be prepared to pull your Tank back behind the box wall for cover. To avoid being hit, wait until your enemy fires and immediately move laterally...the shell will zoom right by. Take the opportunity to fire off a round of your own. But be ready to shoot quickly, or you'll spend all of your time dodging Tan fire.

TIP

REMEMBER THAT THE TANK IS NOT ESSENTIAL TO THE COMPLETION OF THIS MISSION; IT'S HERE FOR YOUR AMUSEMENT. IF YOU LOSE THE TANK, HOWEVER, YOU'LL HAVE TO COMPLETE THE REST OF THIS MISSION ON FOOT.



Once you've eliminated your Tan counterpart, grab the Auto Rifle and Grenades and move southeast. Use your Tank to run over any opposition you encounter until

you get to the radio tower.

TIP

GIVEN THE CHAOS OF BATTLE, YOU'LL PROBABLY LOSE THE TANK SOONER OR LATER. YOU WILL, THEREFORE, NEED TO KNOW HOW TO HANDLE THE LEVEL ON FOOT. THE REMAINDER OF THIS WALKTHROUGH WILL ASSUME THAT YOU ARE NOT USING YOUR TANK.



First turn east and rub out the sniper at ground level.

Spin immediately to the southeast and pick off the bevy of snipers on and near the mesas in front of you.



Continue hugging the outer wall of the map (which is now to the west), and more snipers will appear on the horizon. You should have very little difficulty whacking them from afar.



Soon, a camp emerges from the mist. You've got a tough fight ahead, so try to do as much damage as possible from a distance.



Before you charge in, however, be ready for a Grenadier on your right. Rush him! He can't bomb you from up close, and you can ventilate him with ease.



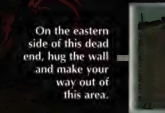
Continue into this dead end and pump some lead into the remaining Gunners around the edge. In the middle of this clearing is a supply stash (surrounded by barbwire)

containing explosives and a Recon Radio. You may also notice the radio tower in the distance to the west.



Watch for a barbwire nest to your left and lob a Grenade to surprise the Gunner within. Venture slowly into his den, but be ready for a Grenadier and

another gunner lurking to the right around a corner. Pick up a Medical Kit for your trouble.



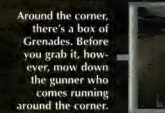
On the eastern side of this dead end, hug the wall and make your way out of this area.



As the wall turns to the northeast, beware a Grenadier on the bluff above you. Stay close to the wall and lob your own charges over the ridge.



Resume your southward trudge, but immediately head up the hill to the west for a few items and a kill. Face south to knock out four more snipers blocking the way.



Around the corner, there's a box of Grenades. Before you grab it, however, mow down the gunner who comes running around the corner.



Be sure to wipe out the Grenadier northeast of the Grenades. Rush him, kill him, and pick up his Medical Kit.



You may notice as you look into the distant mist that another Tank is lumbering toward you. You can pepper the behemoth with rifle fire, but you'll do better with heavy explosives.

TIP

**IF YOU HAVEN'T LOST YOUR TANK, BUT
RATHER STOWED IT FOR SAFE KEEPING,
NOW WOULD BE A GOOD TIME TO
RETRIEVE IT.**



Once the enemy Tank is dispatched, move south through the open wire fence. Take out the array of gunners around the entrance and the Grenadier to the right of it.

Grenadier to the right of it.

Clear out the tent camp and the walls surrounding it before venturing toward the radio tower. A Medical Kit hides behind one of the tents.



Climb the hill to the right of the tent camp. A Medical Kit sits north of this hill.



Turn south and face off against any Grenadiers and Riflemen who dare to oppose you.

Inch toward the ramp to the radio tower. Take out the Grenadier left of the ramp with a Grenade of your own.



Grab the Grenades and Medical Kit left of the ramp and take cover behind the boxes. Grenade the first two gunners and take a position on the ramp.

A Grenadier awaits right under the radio tower, so rush up the ramp and plug him before he can bomb you.



Walk directly under the tower and leave one pack of explosives at the base. Now, run away! When the tower blows, the mission is complete.

THE KEY

- **WEAPONS:** Rifle, Grenades, Explosives, Mortars, Auto Rifle
- **POWER-UPS:** Medical Kit, Medical Pack, Recon Radio, Key
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Medium Machine Guns, Grenades, Tanks



BRIEFING

Sarge, destroy the generator inside the fortress to open the gates to the upper levels. Once inside the fortress, you'll have five minutes to destroy the generator. Look for the Key on the upper level.

WALKTHROUGH



You begin this treacherous mission facing south in a fortified supply outpost. Equip yourself with Grenades and explosives (which you will need for a mission objective).



From this vantage point, peer southeast at two Tan soldiers on the ridge ahead.

Descend this hill and head south.



Head south briefly until you see a single crate on a gentle hill. Scale the ramp facing you and get the Recon Radio.



As the first bunker comes into view, hug the wall to your left. This one doesn't have a turret on it, but others just like it will.

TIP

TURRETS CAN BE ELIMINATED WITH MORTARS. HOWEVER, YOU MIGHT WANT TO SAVE THOSE FOR LARGE CLUSTERS OF TROOPS (MORTARS HAVE A VERY WIDE BLAST RADIUS). YOU CAN, INSTEAD, FIRE ON THE TURRETS WITH YOUR BASIC RIFLE WHILE STAYING OUT OF THEIR FIRING RANGE. YOU MAY NEED TO SWITCH TO COMBAT CAM TO TARGET THE TURRETS EFFECTIVELY.

As you turn the corner to the east, a ramp leads up to a ridge. Don't scale it just yet.



Target any turrets, particularly those on ground level near you. Aim also at any turrets you can see on the fortress. You might



not be able to nail them all, but you can reduce their numbers. You can hit about five turrets while moving only slightly from the ramp.



Scale the ramp and walk carefully along the ridge. If you picked off both gunners earlier, this ridge will contain only a nice cache of Grenades, Mortars, and a Recon Radio.



Before you leave this ridge, pick off the two Gunners on top of the wall to the east and one more turret.

Descend the ridge and make a break for the southern wall before assaulting the fortress. As you round the first bunker, beware of snipers. There's one atop a bunker



ahead and to the left of you and one dug in on a ridge ahead and to the left. Use cover carefully and feel free to use your Mortars.



As you turn east, climb the ramp up to the ridge.

As you scale the ridge, watch out for a gunner behind sandbags. Duck behind the rock in front of him and chuck a Grenade near his post.



Once you extinguish him, disable one turret and shred a gunner stationed on a low ledge of the fortress.



Just east of the sandbag wall, another ramp leads to a ridge that goes left and right. Take the left ridge first. You'll return to this intersection in a moment.



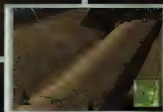
Follow the ridge around for a while. Eventually, as the path heads north, you'll draw the fire of a Rifleman on the fortress. Perforate him and take out two of the distant turrets.



As you round the ridge, beware of another fully stocked sniper nest. Toss a Grenade from the safety of cover and grab the sniper's stash of Grenades.



Follow the ridge nearly to its end, moving quickly to avoid fire coming from the west. Grab another box of Mortars.



Before you return to the intersection, take out the Gunners on the wall



around the generator compound to the west. From this point, you can



see the generator behind the wall (the large gold structure just inside the wall to the west). Lob one Mortar at it, and it will go down. Now return to the intersection.

TIP

YOU DON'T HAVE TO BLOW THE GENERATOR FROM HERE, BUT IT SURE IS EASIER. FIGHTING IN THE GENERATOR COMPOUND IS PROBABLY THE MOST DIFFICULT MANEUVER IN THIS WAR. IF YOU CAN MORTAR THE GENERATOR FROM HERE, YOU DON'T HAVE TO VENTURE INTO THE COMPOUND OR SCALE THE FORTRESS.

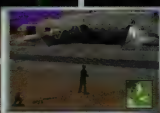
Once you return to the intersection on the ridge, continue forward (east, then north) along the other leg.



Pick up a Mortar box and take cover as you approach a storage camp. Blow up the camp's two defenders and pick up two more Mortar boxes (one left by a deceased Tan). Return to the base of this ridge and prepare to assault the fortress.

Approach the front gate of the fortress and head left (north-east). Do battle with a Grenadier on the wall to your left and numerous Riflemen on the ground and on the fortress ledges.

Take time also to pick off as many of the turrets as possible. A Recon Radio and a Medical Pack wait just south of the generator compound.



TIP

IF YOU DEMOLISHED THE GENERATOR WITH A LONG DISTANCE MORTAR, THERE IS NO REASON TO ENTER THE GENERATOR COMPOUND.

IF YOU'RE NOT SURE IF YOU DESTROYED THE GENERATOR, PROCEED TO THE TOP OF THE FORTRESS. IF THE DOOR TO THE TOP OF THE FORT IS OPEN, YOU DESTROYED THE GENERATOR. IF IT'S STILL LOCKED, RETURN TO THE GENERATOR COMPOUND AND FOLLOW THE INSTRUCTIONS BELOW.



numerous fatal crossfires. In this compound, you'll find two Medical Kits, explosives, and Grenades.

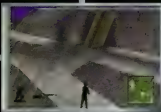
Once you clear the area of defenders, plant an explosive near the generator and blow it. If you randomly Mortared this compound earlier, you may find the generator already destroyed. Exit the generator compound and proceed to the southern side of the fortress where the ramp to the top begins.



If you've been peppering the fortress defenders all along, you will face little opposition as you climb the ramps to the top.



When you reach the top level, you can go left or right. Go left, but note that you'll be returning to this intersection shortly.



and follow the ramp west then south until you see a break in the wall.

At the end of this ramp, you should get a view of the two guards covering the Key. Fire Grenades from the safety of the end of the ramp to rub them out. Go back to the intersection

TIP

IF THIS DOOR IS CLOSED, YOU STILL NEED TO BLOW THE GENERATOR. GO TO THE GENERATOR COMPOUND AND DO SOME DAMAGE.



Turn left into the inner sanctum of the fortress and grab two boxes of Mortars (you'll need them VERY soon), a Medical Pack, and the Key.

Move west to exit this area and return to the ramp. Below you, two Tanks have emerged from the base of the fortress. Use your Mortars (two hits per Tank) to eliminate your last opposition on this level.



Descend the fortress and head northeast to the evac point, the same place you started this mission. Board the chopper and take off to safety.

DRY GULCH

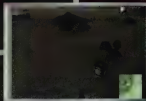
- **WEAPONS:** Rifle, Grenades, Auto Rifle, Explosives, Mines, Flamethrower
- **POWER-UPS:** Medical Kit, Medical Pack, Document, Recon Radio
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Grenades, Tank



BRIEFING

Sarge, we are massing our forces for an all-out assault on the Tan in this area. Victory will be assured if you can destroy the bridge the Tan uses for bringing in reinforcements. A Tan force will be crossing the bridge soon. Hurry or your mission will fail.

WALKTHROUGH



You begin facing northeast in a small alcove in the south-western corner of the map. Directly ahead is a Rifleman dug into a sandbagged nest. Gather the Grenades and explosives in your

immediate area (leave the Medical Kit for when you need it). Then take out that shooter and steal his Grenade and Recon Radio.

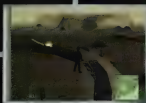
Facing southeast, you'll see a large minefield (fenced off with barbwire and a large butte to the left). Mow down any Tans you see in the minefield and on the butte. Don't enter the minefield yet; first you have to find something to help you through it.



Climb up the ramp to the large butte and wipe it clean of its force of Riflemen and Grenadiers (half a dozen in all). Scour the now-vacant area for Grenades and a Medical Kit.



From this high ground, walk to the southeastern edge of the butte and look into the valley below. That's where you're headed next. Pick off as many of the canyon's defenders as possible. You should be able to bag seven.



Before you leave the butte, repeat this process on the other sides of it. Any defenders you can rub out from up here are ones you don't have to face later. You should be able to dispatch two or three more.

Leave the butte (making a right at the bottom of the hill) and enter the dead-end canyon to the south-east. If you did a good job from up on the butte, there should be no one left to oppose you here. Around the canyon, you'll get a Medical Pack, Grenades, and a Medical Kit.



At the end of the canyon, there's a small camp. Venture inside, clear resistance (if there's any left), and collect a box of Mines and a Flamethrower. You will also find Information here on

how to navigate the minefield. With that Information in hand, head back to the minefield.



You must walk to certain landmarks in a certain order to get through the minefield unscathed. Start at the minefield sign and face northwest.



Now head straight to the pile of rocks to the northwest and stop.



Turn south to face a pair of cacti and walk to them.



Turn west to face a small rock and walk to it.



Turn south to face a line of sandbags. Walk between the sandbags (on the right) and a rock (on the left).



Now, turn west and walk straight (staying behind the sandbags) to exit the mine field. Be sure to pick up the Medical Pack (if you need it) before you go. You made it!



Your next task is to take the high butte ahead of you (to the west). Pick off the lead Gunners before you begin.

Rush up the hill and dive to crawl to the top. Once there, dismiss the two gunners waiting around the camp. Collect a Medical Pack, Auto Rifle, and Grenades (dropped by one of the Tans).



Again, take out as many of the Tans in the valleys below as possible. This will be particularly important as you begin your assault on the bridge. You can take out four if you consult your

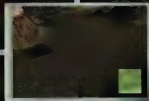


map inset for some Tans lurking in cover.

Descend the butte. Before you head to the bridge, clear the remaining Tans out of the area and stock up on their ample supply of weaponry. Take a left as you descend the butte, and head into the valley to get an Auto Rifle and Grenades.



As you come around the butte to face west, you'll see a barbwire nest in a small passage (you probably vacated this nest from above). Walk to it and grab yourself a Medical Pack.



Once behind the barbwire, turn north to face another line of sandbags. Use your Grenades to clean out the Tan guard and get his Auto Rifle and Medical Kit.



Turn northeast to attack another sniper nest set against the western wall of the map. A well-placed Grenade or a blast from the Flame-thrower will do the trick. Steal the Recon Radio.

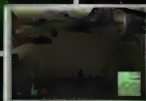


Continue northeast. Don't try to rush the nest to your northeast and kill the Grenadier. You'll be caught in a nasty crossfire. Instead, feint forward to draw the Grenadier out and head back

into cover. He'll come out to get a good line on you, and you can pump him full of lead. Just don't stand in one place too long, or he'll bomb you.



Once he's gone, lob a Grenade of your own into that nest to get rid of his gun-toting friend. Grab a box of Grenades and a Medical Pack.



Head toward the bridge and arm your explosives.

Follow the wall around to the northwest and bomb the runner in the nest north of you.



As you approach the bridge, you'll see a scary sight in the distance. A Tank defends this valuable strategic asset. Unfortunately, you have no weapons to make a dent in this mechanized beast. No problem.



Now, take your first step toward attacking the bridge. Staying close to the northern wall, fire on the Tans on the other side of the bridge.

TIP
YOU'RE WELCOME TO TRY AND BEAT THE TANK AND THE DOZEN OR SO TANS DEFENDING THIS REGION, BUT IT'S NOT GOOD STRATEGY. TRY ANOTHER WAY INSTEAD.



[03-186] Rush to the sniper nest on the eastern edge of the bridge and grab explosives and a Medical Kit.



You don't have to fight the Tank. Instead, rush up to the central support of the bridge and leave your explosive charge. Finally, run in the other direction. When the bridge blows, you win, and you've seen the last of the desert.



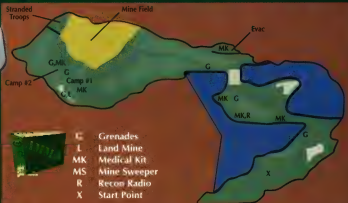
WALK-THROUGHS:

ALPINE

DOWNED

CHOPPER

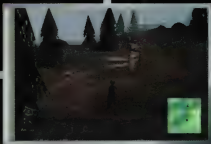
- **WEAPONS:** Rifle, Grenades
- **POWER-UPS:** Medical Kit, Recon Radio, Mine Sweeper
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifle, Grenades, Flamethrower, Bazooka



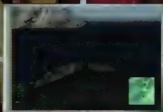
BRIEFING

Sarge, we sent some men on a mission to stop the Tan from transporting the second Key out of the area. Their chopper was shot down, and most of the men were killed. We need you to rescue the survivors.

WALKTHROUGH



You begin your first mission amidst new scenery in the southeast corner of the map facing north. A fence runs up a path to the north.



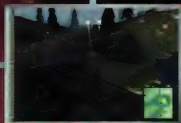
Forgo the obvious path ahead of you for now and climb down to the waterside.

Head northeast along the bank until you see two or three snipers gunning at you from the opposite side of the bridge. You can pick off all three from this point.



TIP

IF YOU'RE HAVING TROUBLE PLUGGING THESE INITIAL SNIPERS, MOVE FORWARD JUST A BIT ALONG THE BANK AND UP THE HILL. THIS SHOULD GIVE YOU A BETTER ANGLE. IF THIS DOESN'T WORK, CLIMB UP TO THE PATH AND DUCK BEHIND THE ROCK NEXT TO THE GRENADE BOX.



Grab the box of Grenades and cross the bridge carefully.

Unfortunately, the Riflemen who attack as you cross the bridge are difficult to hit with the rolling hills ahead. Sprint off to the right of the bridge and take cover along the hill on the shoreline.

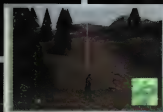


Peer over the hill. Your tormentors should be within Grenade range, so throw a few in their direction. One distant sniper can be handled with some fire-and-duck marksmanship.



Turn southwest and make a break for the Medical Kit if you need it.

Immediately turn to look up the road and fire on the sniper at the next bridge.



Continue southeast to the shoreline. There's a stash containing a Recon Radio and another Medical Kit.



Continue around the edge of this area to find a hidden Medical Kit on the northwest shoreline (west of the second bridge). A Grenade pack sits on the road just short of the bridge.



Step onto the edge of the bridge and take out any Tans you see waiting on the other side.





Cross the bridge but take refuge behind the large rock ahead. Call for a recon to see what's coming.

Make your way toward the hill, stopping frequently to flatten any Tans in your way. A box of Grenades, left by one of your opponents, waits behind a sandbag wall.



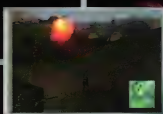
Continue southwest, hugging the shoreline cliff. A camp will appear to your right. Stay between the hill and the shoreline until you reach the supply boxes.

Gather up a box of Grenades and another crate of Mines.



As you stock up on supplies, notice a plume of flame coming from behind a rock to the northeast. The Tans have started using Flamethrowers.

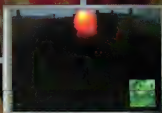
If you stay near the cliff, you'll be out of his range. He won't move until you do.



Before you worry about the Flamethrower, take care of those tents. They contain sleeping Tan troops who will come pouring out if you enter the camp. Shoot the oil barrels around the camp to torch all the tents and their inhabitants.

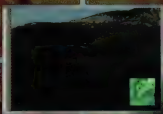
TIP

IF YOU FIRE ON THE PERIPHERAL TENTS FIRST, A LARGE NUMBER OF TROOPS WILL ESCAPE THE INITIAL BLAST. THEREFORE, FIRE FIRST ON THE BARRELS NEAR THE LARGEST CLUSTER OF TENTS IN THE MIDDLE OF THE CAMP.

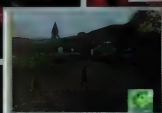


Once you blow up the camp, the Flamethrower-wielding Tan should move to a much more vulnerable position due north. Climb the hill to the east and take him out with your Rifle.

Descend into the camp and collect the Mine Sweeper and a Medical Kit. Climb the hill to the northwest to find a box of Grenades.



From this point, you'll see another camp to the north. Again, fire on the barrels to blow up the tents and prevent further reinforcements. In this camp, you'll find



another box of Grenades and a Medical Kit.



As you work your way northeast of this camp, you'll come to the mine field.

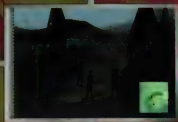
Whip out your Mine Sweeper and scan the entire area between the mine field signs and the rocky hill to the northeast. Go a bit outside the signs just to be sure.

If you attract the loyalty of the crashed Green soldiers, put them in Defend mode while you finish sweeping the area.



TIP

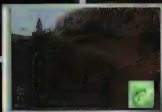
SCAN THE MINE FIELD IN STRAIGHT LINES BACK AND FORTH UNTIL YOU HAVE COVERED THE WHOLE FIELD. YOU'RE LOOKING FOR PATHS THROUGH WHICH TO TAKE YOUR STRANDED COMPATRIOTS. BE SUSPICIOUS OF ANY OPEN AREAS. VERIFY THAT THEY ARE IN FACT EMPTY BY GOING OVER THEM AGAIN WITH THE SWEEPER. IT'S A TIME CONSUMING PROCESS, BUT IT'S BETTER THAN HAVING TO START THE LEVEL OVER AGAIN.



Once you feel confident that the field is fully scanned, go fetch your men. Move forward very slowly through the most open areas you can find.

TIP

KEEP TIGHT CONTROL OVER YOUR SQUAD IN THIS MINE FIELD. THEY SEEM TO HAVE NO SENSE OF SELF-PRESERVATION AND WILL RUN OFF THROUGH THE MINE FIELD IF THEY SEE A TAN SOLDIER. TO COMBAT THIS, MOVE FORWARD IN SMALL INCREMENTS WITH YOUR SQUAD IN FOLLOW MODE. WHEN YOUR CHARGES CATCH UP WITH YOU, IMMEDIATELY PUT THEM IN DEFEND MODE. CHECK THE HORIZON AND OPEN FIRE ON ANY TAN SOLDIERS WHO APPEAR. FINALLY, SWITCH YOUR MEN BACK TO FOLLOW, AND THEY WILL CATCH UP WITH YOU. REPEAT THIS PROCESS UNTIL YOU ARE CLEAR OF THE FIELD.



Once you go around this hill, be ready for a surprise from the east. Just short of the evac area, a new Tan soldier awaits with a Bazooka. Put your men in Defend mode and quickly

target the enemy. Then eliminate the threat.

After you neutralize the Bazooka, leave your men in Defend mode and clear the path to the evac point. Surge ahead and deal with the one or two Tan stragglers defending

your escape route. Now, go back to your troops.



Lead them out of the mine field and head for the chopper. When the crash survivors are aboard, your mission is complete.



LUMBER STRIKE

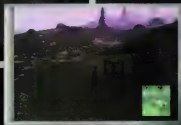
- WEAPONS:** Rifle, Auto Rifle, Grenades, Flamethrower, Bazooka
- POWER-UPS:** Medical Kits, Medical Packs, Recon Radio
- VEHICLES:** None
- ENEMY WEAPONRY:** Grenades, Flamethrowers, Bazookas, Auto Rifles



BRIEFING

Sarge, the Tans have a chopper to transport the Key out of the area. You must destroy the chopper to give yourself time to get to the Key. The chopper is located somewhere in the lumber camp. Once inside the camp, you'll have five minutes until Tan reinforcements arrive.

WALKTHROUGH



This level begins on a small island in the northern part of the map. You face east.

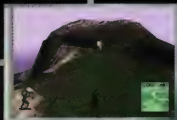


Head carefully southeast on the island, but take cover behind the large hill next to your camp. Your map inset will show a number of Tan troops stationed in the southeast corner of the island. You can eliminate most of them from up here.

Your first priority should be the Rifleman on the other side of the bridge. A couple of long-range shots should render him defenseless.



Scour the northwest portion of the island for a variety of items: Grenades, a Flamethrower, and explosives.

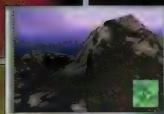


Next, bomb the three guards due west of your position. One of them sports a Flamethrower, so keep your distance if you can't get him from above.



After you dispose of them, descend and round the hill carefully. Two more Gunners are positioned around the area to your east.

Finally, as you enter the open area adjacent to the bridge, a Grenadier emerges from the high hills. Rush him and gun him down. He gives up a Medical Kit.

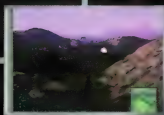


Search the remainder of this island for goodies. There's an excellent stash on the eastern tip of the island (Grenades, Recon Radio, Medical Pack). You'll also find another box of Grenades and an additional Medical Kit.

Open fire on any Tans across the bridge.



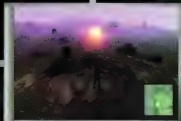
Cross the bridge and be ready to take out more Tans when you reach the other side.



Swing around the island, sticking close to the shoreline as you travel northwest. The first of many camps will appear to your west. Take out its defenders, pick up the prizes

(Medical Kit and Grenades), and continue to follow the shoreline.

As the shoreline heads south, another camp arises before you. Beware the Flamethrower unit next to the big tent and the Rifleman behind him.



Pillage the camp for another Flamethrower.

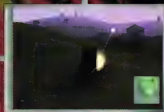


Continue south. Climb a large hill south of the big tent and wipe out a lone gunman ahead of you.

Keep sticking to the shoreline as it turns southeast. Do battle with Riflemen who guard the fort's southern wall. Use the numerous tall stumps for cover.



Yet another camp waits to the south-east. You know what to do. Don't forget the Auto Rifle.



Climb the hill north of this camp, deviating a bit from your shoreline navigation. Pick off the two guards covering the southern entrance to the camp.



As you turn to follow the shore to the northeast, a camp Gunner and another in the distance open fire on you. Take them both out from the safety of the high shore cliffs. A



Medical Kit can be found in this camp.

TIP

FROM THIS POINT, YOU HAVE A CHOICE. YOU CAN NOW PROCEED INTO THE CAMP THROUGH THE SOUTHERN ENTRANCE AND FIND THE CHOPPER. THERE ARE, HOWEVER, DRAWBACKS TO THIS STRATEGY. THE FORT IS THICK WITH GUARDS (MANY OF THEM WITH BAZOOKAS). YOU WILL NEED ALL YOUR WITS AND CONSIDERABLE FIREPOWER TO GET TO THE HELICOPTER UNSCATHED. THE REMAINDER OF THIS WALKTHROUGH TAKES YOU THROUGH A SAFER STRATEGY. IN IT, YOU CLEAR OUT ALL THE CAMPS AROUND THE FORT AND HURL GRENADES OVER THE FORT WALLS. THIS THINS OUT THE OPPOSITION BEFORE YOU VENTURE INSIDE. THE CHOICE IS YOURS.



A log cabin appears out of the mist in the far northeastern corner of the island. Snipe at the two Riflemen guarding it, and approach the cabin with caution.

As you get close, a Bazooka-toting Tan emerges from the cabin. Take cover and use the rolling technique to defeat your better-armed opponent. Fortunately, he gives up the Bazooka as he dies.



Stay along the shoreline as it turns east. A Grenadier and two Riflemen await in the next camp.



Heading east, another camp's Gunner gets you in his sights. Beat him to the punch.

Farther down the shore, two camps appear in the mist. The one to the north is defended by a sole Gunner, and the one to the east is empty.



Finally, you have returned to the bridge and the northern entrance to the fort.





Next, clear out the guards stationed around the gate, and chuck Grenades at any enemies in range inside the fort. Approach the gate, but don't enter. Target

anyone you see inside with a well-placed Grenade.

Follow the fence around, killing Tan inside and outside the fence until you return to the northern gate.



Leave a load of explosives next to the helicopter and make a run for cover. When the chopper is dust, you're ready to move on to your next mission.



TIP

BAZOOKAMEN ARE A BIT MORE EVASIVE THAN MOST. IF YOU TARGET AN IDLE ONE WITH A GRENADE, HE'LL CHANGE POSITION BEFORE THE GRENADE DETONATES. THEREFORE, LURE HIM INTO FIRING—HE WON'T BE ABLE TO MOVE WHILE HE'S ATTACKING. THEN HURL A GRENADE AT HIM WHILE HIS SHELL IS IN THE AIR.



Back at the northern gate, you're ready to enter the compound. There will still be at least a few Tans inside with Auto Rifles, Bazookas, or Grenades, so stay

on your guard. Use every weapon in your arsenal to thin the crowd and get to the chopper. Numerous Grenades and another pack of explosives are stored inside the gates, so grab them if you need them.



MINING CAMP

- **WEAPONS:** Rifle, Grenades, Auto Rifle, Flamethrower
- **POWER-UPS:** Medical Pack, Medical Kit, Information
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Flamethrowers, Grenades, Bazookas



A	Auto Rifle	MK	Medical Kit
F	Flamethrower	MP	Medical Pack
G	Grenades	X	Start Point
I	Information		



BRIEFING

Sarge, the Tan have excavated a second Key. The Key is somewhere in the mining camp, possibly near the main mine. The area is sure to be well defended.

WALKTHROUGH



As you begin this mission, you find yourself in the southwest corner of the map facing due east. A box of Grenades is here to help you get started.



Turn south and sprint to a large rock ahead.



As you run, a sniper will open fire from the left. Take him out from the shelter of the rock. He drops an Auto Rifle.



Make your way over to this dead sniper's nest, staying close to the shoreline. As you round the corner toward the nest, you'll see a line of trees concealing a nook in the rocks.

Go behind the trees to find a box of Grenades.



As you continue northeast along the wall, you'll see a large rock platform to the left. Gunners line this high ground, and a few more patrol the floor around it. Take your time and rub them all out before proceeding.

TIP

YOU MAY HAVE TO ADVANCE AND COVER THROUGH THE ROCKS STREWN AROUND THIS AREA TO GET ALL OF THE TANS.



As you go to collect the sniper's Auto Rifle, stop to pick off the next enemy to the northeast.



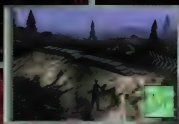
Watch your map inset carefully. A wandering Flamethrower unit will attack you if you linger too long in one place. Be ready for him with a Grenade.

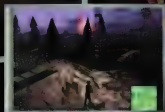


Head for the wooden fence and check your map inset to see the enemies ahead. Creep forward, staying close to the wall to your right,

and squeeze off a few rounds at the enemies gunning from long distance.

Once the coast is clear, rush up to the high ground. Take cover below the sandbag wall. Beyond the wall, two Gunners are primed. Tenderize them with a couple of Grenades.





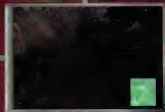
Grab any weapons dropped by your victims and head for the water tower. Beware another Flame-thrower unit lurking near its base.



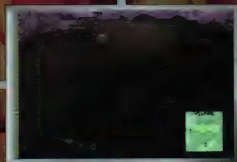
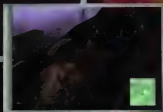
As the wall turns to the northwest, an alcove to the right comes alive with enemy activity. Two Riflemen and a very aggressive Grenadier pop out to stop you.



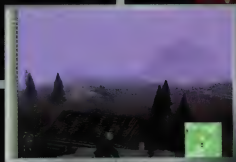
Snoop around their little cottage in the woods for an Auto Rifle, Medical Kit, and Grenades.



As you approach the tower, a small path leads off to the right. Climb it to surprise a Grenadier guarding a Medical Pack. Grab his dropped Grenades.



Continue along the wall and take out whatever opposition pops up. This sniper on a high bluff in the north of the area is a real pain. Get close to him, under cover of the rocks, and hit him with a well-placed Grenade. His Auto Rifle may come in handy.



From his perch, rain death on the two Gunners below, behind the log cabin. When the coast is clear, descend from the Grenadier's nest and continue following the wall to the northeast.



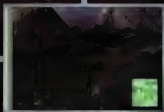
To your southwest is the well-fortified mouth of the main mine. If you aim well, you can hit both of the outer Gunners from this position.



Descend from the sniper's nest and approach the camp with caution. You've already knocked out most, if not all, of the perimeter defenses, so the initial approach should be uneventful.



Creep toward the mine and gun down the three or so Gunners who remain.



Next, look behind one of the Gunners' nests. You should see a small alcove in the rock and a Grenadier waiting inside. Pick him off now while you have the chance, or he'll slaughter you from behind later. Rush quickly across this area to get within range of the Grenadier and pop him.

Finally, turn toward the mine.

A Bazooka-wielding guard is your only remaining opposition. Use a fire-and-cover strategy to dispose of him safely. Never hold still for a second, or you're doomed.



Once you've put him six feet under, grab the Information sitting in front of the mine entrance. When it's yours, your mission is done.



RACE TO THE LAKE

- **WEAPONS:** Rifle, Grenades, Mines, Auto Rifle, Flamethrower
- **POWER-UPS:** Information, Recon Radio, Medical Pack, Medical Kit, Mine Sweeper
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Grenades, Bazookas, Flamethrower

- A Auto Rifle
- B Bazooka
- F Flamethrower
- G Grenades
- I Information
- L Land Mine
- MK Medical Kit
- MP Medical Pack
- MS Mine Sweeper
- R Recon Radio
- X Start Point



BRIEFING

Sarge, the Tan has already used a Blue Spy to move the Key. We believe you can still get to it. The Tans have a base near the lake. Hurry! Get there before they have a chance to move the Key again.

WALKTHROUGH

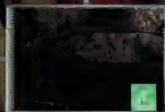
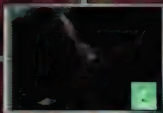


You find yourself dropped in the far southwest corner of a long canyon ending in a crystal lake. An imposing Tan camp sits beside the lake—this is where you must go.

TIP

YOU CAN GO TO THE TAN CAMP VIA MANY ROUTES. THE RIGHT SIDE OF THE CANYON IS VERY HEAVILY DEFENDED, BUT IT OFFERS SUBSTANTIAL WEAPONS AND POWER-UPS AS COMPENSATION. THE LEFT SIDE IS MORE LIGHTLY DEFENDED BUT HAS FEWER COLLECTIBLES. THE MIDDLE IS SIMPLY DIFFICULT. IT REQUIRES YOU TO FIGHT TANS ON BOTH SIDES BUT OFFERS NONE OF THE GOODIES IN EASY REACH. THIS WALKTHROUGH WILL TAKE THE MIDDLE ROUTE FOR THE SAKE OF CLARITY, BUT YOU SHOULD NOT.

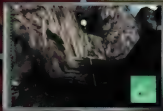
Run up the ramp to your right. Perforate the Flamethrower unit and grab his weapon. Return to your starting point.



Climb the ramp left of the starting point and stay against the canyon wall. A Bazookaman opens fire from the east, but you can't target him from here. Fortunately, he

can't get you either, so ignore him for now.

Inch forward until you see a Medical Pack. Stop just short of it and turn left to see around the rocky corner. Roll right to fire on the Gunner on the high ledge. You may need to roll



back and forth a few times to plug him. A helper may come around the ledge on your level to avenge his pal. Pop him.



Once he's history, follow the wall around to the left (northwest). Two snipers guard a passageway on the left wall. Shoot or flame them and run up their passageway. As you

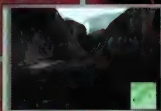
go, collect a Bazooka and two Grenades. (The end of this path is the high ledge on which a previous sniper sat.) Return to the opening of this passage (sandbags).

As you leave the passage, take out any Riflemen who fire at you, and head right to take care of that pesky Bazooka.



Weave through the rocks until you can get reasonably close to the Bazookaman. Roll out from behind the rock and fire away. Pick up a Recon Radio and the Bazooka dropped by the Tan.

Follow the right side of the canyon until you see a passage lead off to the right. Venture in carefully and pick off the Bazookaman with the Bazooka of your own. Grab his weapon and leave the passageway.



passage behind him, but that doesn't mean there's nothing here.

On your map inset, you'll notice another Tan right around the corner to your right. Inch around the wall and lob a Grenade behind his sandbag wall. There's nothing in the

Just beyond (northeast) the sandbag wall is a dense cluster of



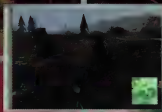
trees. Walk into the cluster. A hidden path leads upward to a Mine Sweeper. This little secret will come in handy in a moment.



From the sandbags, head due west behind the large rock hill. Turn right at the next sandbag wall and head northeast along the left-hand wall.



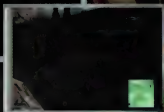
Two gunmen pop up in front of you. Ventilate them and receive a Medical Kit and Auto Rifle in return.





As you continue along the left wall, lob a Grenade around the corner at a Gunner dug in behind a sandbag wall.

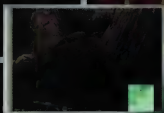
From the sandbag wall, turn toward the east and cross the canyon to the open mouth of a large side canyon.



Bomb the pair of guards at the mouth of the mini-canyon. Take the high ground on the right side of the canyon and target the trio of Gunners deep in the canyon's hills.



Proceed into the canyon, sticking close to the right wall. A Gunner pops up in front of you. Take him out fast because a Flamethrower unit will rush up to you soon after. Be ready.

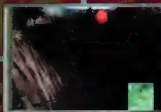


Follow the right wall to find a deep pocket containing a Medical Pack, Auto Rifle, Grenade, and Mines.



TIP

NOW THAT YOU HAVE MINES, YOU CAN PREVENT THE BLUE SPY FROM ESCAPING AND FOILING YOUR MISSION. RETURN DOWN THE CANYON NEAR THE STARTING POINT. AT ONE POINT (WHEN YOU LOOK AT YOUR MAP INSET) THE CANYON BOTTLE-NECKS JUST BEFORE IT ENDS. LAY MINES DENSELY ACROSS THIS AREA. IF THE BLUE SPY ESCAPES, HE WILL LIKELY STEP ON ONE OF THESE MINES, GIVING UP HIS INFORMATION.



As you continue around this side canyon, a large side pocket leads to a gated and heavily fortified Tan camp. Avoid this area for now. Entering it may flush out the Blue


Spy. However, you want to clear out the rest of the main canyon before initiating your chase.

Return to the sandbag wall at the mouth of this mini canyon. Fire on the snipers who await your arrival (one moving around on the floor and one on a high bluff). Then rush up to the bluff and collect the box of Grenades.




Continue along the left wall. You'll eventually come to a pocket full of weapons. Unfortunately, it is littered with Mines. Good thing you found that hidden Mine Sweeper.

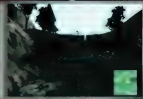





Use the Mine Sweeper to navigate this field and gather up a Medical Pack, Mines, Auto Rifle, Grenades, Bazooka, and Recon Radio.



As you return to the canyon, fire at the sniper across the way. Next, resume your trek up the left side of the canyon.




Three guards (one a Bazookaman) wait as you resume your trudge. Melt the three of them and reach the edge of the lake.




Don't stop to admire the scenery too long. Instead, walk southeast around the lakeshore.


Fire on the Bazookaman crouched behind a large rock.



Proceed southeast toward the log cabin. Ahead is the gated camp you saw before. The Blue Spy may still be taking refuge in this compound. If he's still in there, you have him cornered.



Take out any Tans you may see in this area. A Flamethrower unit and Grenadier back up a group of Riflemen. They leave a Recon Radio, Auto Rifle, and Medical Pack. If he's still here, take out the Blue Spy.



If the Blue Spy gets by you, chase him down as he flees to his helicopter in the southwest corner of the map. You are faster than he is, so run for it. Keep in mind that, unlike the last Spy you faced, he will run for his life. So you should have little trouble gunning him down. If you placed Mines around the southern portion of the map, they may do your work for you.

TIP

AT THIS POINT, THE BLUE SPY MAY FEEL THAT THE TAN CAN NO LONGER DEFEND HIM. IF SO, HE'LL MAKE A RUN FOR HIS ESCAPE CHOPPER (LOCATED AT YOUR STARTING POINT FOR THIS LEVEL). WATCH YOUR MAP INSET CAREFULLY FOR A BLUE DOT RACING TO THE SOUTHEAST. GIVE CHASE IMMEDIATELY! IF HE GETS AWAY, YOU FAIL. IF YOU REALLY WANT TO KILL ALL THE TANS ON THIS MAP, GO GET THE SPY BUT LEAVE HIS INFORMATION ON THE GROUND. THEN YOU CAN GO MOP UP THE TAN. THE REMAINDER OF THE WALKTHROUGH WILL ASSUME THAT THE BLUE SPY HAS NOT FLED. BUT KEEP IN MIND THAT HE COULD BOLT ANYTIME FROM THIS POINT ON.

TIP

IT IS POSSIBLE THAT THE BLUE SPY HAS ACCIDENTALLY BEEN KILLED BY TAN TROOPS. IF YOU DON'T SEE HIM ON YOUR MAP INSET, EVEN WHEN CALLING FOR RECON, HE'S PROBABLY ALREADY DEAD. SEARCH THE AREA FOR HIS INFORMATION ONCE YOU CLEAR THE CANYON OF TANS.



No matter how it happens, grab the Spy's Information, and the level ends.

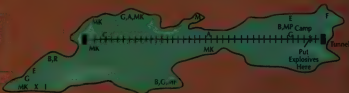
TAN

EXPRESS

- **WEAPONS:** Rifle, Grenade, Bazooka, Mortar, Auto Rifle, Explosives, Flamethrower
- **POWER-UPS:** Information, Medical Kit, Medical Pack, Recon Radio
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Grenades, Bazookas, Flamethrowers



A	Auto Rifle	G	Grenades	MP	Medical Pack
B	Bazooka	I	Information	R	Recon Radio
E	Explosives	M	Mortar	X	Start Point
F	Flamethrower	MK	Medical Kit		



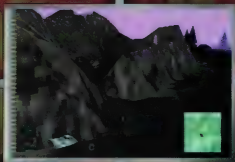
BRIEFING

Sarge, the Tan is trying to get the Key out by train. We need to stop this train before it gets to the station. Destroy the tunnel and kill all Tans in the area.

WALKTHROUGH



Start your attack from the southwest corner of a small map. Gather up your supplies: Information, Medical Kit, Grenades, and Explosives (required for mission objective).

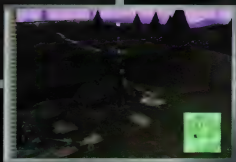


Move carefully northeast along the left canyon wall. A few yards from your starting point, look for a small ramp leading off to the left. You get a Bazooka for your trouble.





You also receive a bird's-eye-view of a long line of Tan Gunners dug in behind a row of sandbags. Pick off the ones in Rifle range by using the passage's built-in cover.



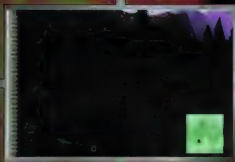
From here, snipe at any Tans that remain in the center of this part of the canyon.



Next, rush up to the large rock between the Riflemen and you. **Lo!** Grenades at the remaining bad guys.



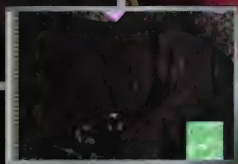
Notice a cluster of Tans on your map inset just east of your position. Advance slowly along the craggy rock separating you. Hurl a Grenade over the rocks at the first Tan (hearing a Bazooka).



Turn south and head for the tall green hill.



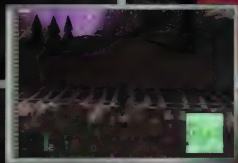
Take out the other Tans along the wall with your Bazooka.



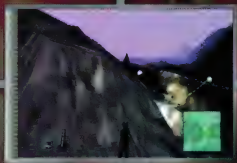
Mop up any stragglers with your Rifle and climb the small ramp they were guarding. On it, get a stash containing a Bazooka, Medical Kit, and Grenades.



Follow the north wall until you see a small alcove on the left. Behind a small line of trees is the level's only box of Mortars.



Climb down the ramp and head straight north across the tracks. Clear out the Tans in the northwest corner (two gunners). If you really need to, jog over to their nest and get a Medical Kit and an Auto Rifle. Time is short though.



Those Mortars will come in handy as you try to leave this alcove. Fire off a Mortar at the Bazooka unit across the tracks and hit the cluster of Gunners below you with a Grenade or two. Wipe up any others with your Rifle. Be quick.



Keep heading east along the northern wall. Be sure to pick up the Auto Rifle ammo as you go. If you need it, there's a Medical Kit on the other side of the tracks.



Almost there. Keep heading east along the north wall. Do battle with an array of Gunners guarding the tunnel.



Proceed to the tunnel. You may have to plug one more sniper on the other side of the tracks before doing your dirty work.



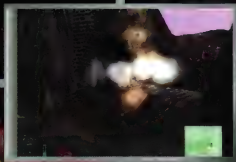
Head into the tent camp and eliminate the remaining Gunners.



There's lots of goodies in and around the tent camp (Explosives, Bazooka, Grenades, and Medical Pack). But beware a Flamethrower unit and a



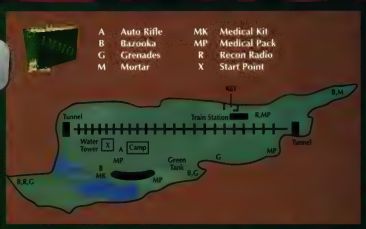
Grenadier that lurk behind. You can safely bomb the tunnel without alerting them. But if you go looking for toys in the camp, they'll come after you. This eats valuable time, but you get to keep the Flamethrower.



Approach the tunnel, select explosives, and drop them in front of the tunnel. Run for cover and let the bomb explode. When the tunnel is demolished, your mission is complete.

TRAIN STATION

- **WEAPONS:** Rifle, Auto Rifle, Grenade, Bazooka, Mortar
- **POWER-UPS:** Recon Radio, Medical Kit, Medical Pack
- **VEHICLES:** Tank
- **ENEMY WEAPONRY:** Auto Rifle, Jeep, Tanks, Grenades, Bazooka, Flamethrowers



BRIEFING

Sarge, the second Key is awaiting transport at a nearby train station. You took out the Tan reinforcements when you blew up the tunnel, so the Tan still expects the train.

WALKTHROUGH

Before you collect the Bazooka, Recon Radio, and Grenades, turn southeast to fend off a distant sniper.



Turn east and dismantle the forces on the other side of the river. The pair of Riflemen and their Jeep are easy picking from long distance.



Get moving west from this initial spot in the west of the map.

Turn south and make a beeline for the southeastern riverbank. Get behind the big rock and rid yourself of the Rifleman and Grenadier across the river. Don't stand in place too long, or you'll eat a Tan Grenade.



Work fast.

TIP

GET RID OF THE RIFLEMAN FIRST. THEN, WAIT FOR THE GRENADIER TO THROW AND ROLL AWAY FROM WHERE YOU WERE. HE'LL BE VULNERABLE FOR A BIT AFTER HIS THROW, GIVING YOU AN OPPORTUNITY TO PLUG HIM SAFELY.



fire on the Rifleman who follows the Bazooka.

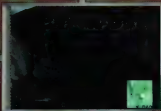
If you want to have use of your Tank, you must move quickly. It's located to the east and is now under attack. You will have to work quickly.

First, run southeast along the riverbank.

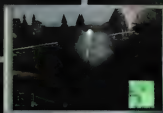


Now, make for the bridge. Play chicken with the Bazooka unit that comes to greet you. Grab his dropped Bazooka and the Medical Kit left behind by the jeep. Quickly

At the end of the river, turn left and climb the hill. Be sure to kill the Bazookateer at the crest of the hill. Otherwise, he'll burn you from behind (Get his Medical Pack if you need it). Arm your Bazooka.



As you come over the top of the hill, shoot any Tans in sight with your Bazooka. Target especially the lone, Tan Bazooka unit who shows up after a couple of seconds.

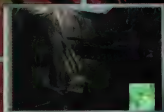


After he's taken care of, slaughter the Rifleman in the nest next to you in the pass (and get his Medical Pack). Then butcher the snipers near the Tank and the crew left of the log cabin.

**TIP**

THE TANK IS NOT REQUIRED FOR THIS MISSION, BUT IT DOES HELP. NEAR THE END, YOU'LL FACE TWO ENEMY TANKS. OF COURSE, YOU CAN FINISH THEM WITH BAZOOKAS AND A MORTAR (HIDDEN WITH AN EXTRA BAZOOKA IN A NARROW PASSAGE NORTHEAST OF THE TRAIN STATION). BUT WHY WOULD YOU WANT TO?

IF YOU CAN POSSIBLY KEEP THE TANK INTACT, DO IT. HOWEVER, SINCE THIS MISSION IS MORE DIFFICULT WITHOUT THE TANK, THE REMAINDER OF THIS WALKTHROUGH WILL ASSUME THAT YOU'VE LOST IT. IF YOU DO HAVE THE TANK, THE BULK OF YOUR REMAINING TASKS INVOLVE BLOWING THE STUFFING OUT OF EVERYTHING YOU SEE.



Around the Tank are hidden a box of Grenades and a Bazooka. Squirrel them away and head east along the southern wall.



As you exit the Tank Hook, a Rifleman rushes you from the northeast. Gun him down before he can take aim.

Finally, look to the railway tracks east of the cabin and mutilate the Tan Rifleman posted there.



Immediately turn right to take out a trio of snipers behind a sandbag wall to the northeast. You may need to take a few steps toward them to get all three, but you should be safe if you use cover.

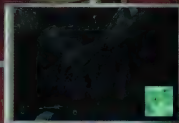


Turn to face southeast and eliminate a sniper's nest along the southern wall. A Bazooka blast takes out both Gunners in one shot—but you might want to save that for the Tanks.



Once the north-east coast is clear, venture into the camp. You'll have to deal with a Grenadier who comes from behind the cabin. Collect any weapons dropped by slain Tan soldiers.

Take refuge in the now vacant nest and cozy up to the wall that separates you from a Bazookaman and a Grenadier. Toss Grenades over the wall to take



them both out. The Grenadier leaves a box of his weapons behind.

Take cover next to the cabin and lob a couple of Grenades at the trio of Tans below the water tower. One of them has a Flamethrower, so the farther away you are when you



attack, the better. One last Rifleman backs up this group from the railway tracks to the west.

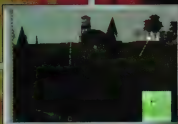


Now your main problem is the pair of Tanks! If you still have plenty of Bazooka ammo, or even better, your Tank, the way is clear: Blow them up.



If you are out of or low on explosive ammo (i.e. Bazooka or Mortar), you will need to do some running. Take off as fast as you can to the northeast. DO NOT STOP! If you

hesitate for a second, the enemy fire will kill you. Head for the northeast corner of the map where a box of Mortars and a Bazooka await. Be sure to pulverize the Flamethrower-wielding guard first.



Before you face the Tanks, stay close to the northern wall and snipe at the Riflemen in the distance.

Once they're toast, concentrate on facing one Tank at a time. The Mortars and Bazooka shells you just got will take care of both Tanks as long as you don't miss.

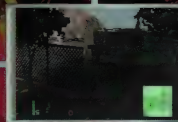


TIP
IF YOU DO MISS AND ARE OUT OF AMMO, YOU CAN STILL WIN. MAKE A BREAK FOR THE FENCED-IN AREA NORTH OF THE TRAIN STATION. GUN DOWN THE GUARDS AND GRAB THE KEY. ONCE YOU HAVE THE KEY, RUN QUICKLY IN ANY DIRECTION UNTIL THE MISSION ENDS. YOU'LL HAVE TO MOVE VERY QUICKLY AND ERRATICALLY TO MAKE THIS WORK, BUT IT IS A WAY OUT IF ALL ELSE FAILS.



Once the Tanks are scrap plastic, it's time to get the Key. Go to the town and mop up the Grenadier and any remaining Riflemen.

Next, move back to the stack of boxes north of the train station. Get the Medical Pack and Recon Radio and fire at the trio of guards covering the Key.



Eviscerate the three of them and proceed to the gated area north of the station. The Key is yours.

PRISON

BREAK

- **WEAPONS:** Rifle, Grenades, Explosives, Auto Rifle, Bazooka, Mortar
- **POWER-UPS:** Recon Radio, Medical Kit, Medical Pack
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifle, Tank, Grenades, Medium Machine Gun, Bazooka

- A Auto Rifle
- B Bazooka
- E Explosives
- F Flamethrower
- G Grenades
- M Mortar
- MK Medical Kit
- MP Medical Pack
- R Recon Radio
- X Start Point



BRIEFING

Sarge, some of our men are being held in a nearby prison camp. They are scheduled for execution, so hurry. The Tan will start executing our men in 10 Minutes.

WALKTHROUGH



No time to dally as you survey your starting position. Hoard the Auto Rifle, Grenades, Recon Radio, explosives (required for mission objective), and Medical Kit.



Head west and immediately pop a sniper on a hill ahead.

Drift over to the southern wall, keeping your eyes on the northeast. A wall of enemies opens fire (mostly Riflemen and one Bazooka) from this high hill. You can pick them off from outside their range.



TIP

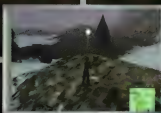
THE CLOCK IS TICKING IN THIS MISSION. AFTER 10 MINUTES, TAN WILL KILL THE FIRST PRISONER AND THE OTHERS, ONE-BY-ONE, AFTER THAT. IF YOU DON'T RESCUE THEM BEFORE ALL THREE DIE, YOUR MISSION FAILS. REMEMBER, YOU DON'T NEED ALL OF THESE HOSTAGES TO COMPLETE THE MISSION, JUST ONE. IT MAY SOUND COLD, BUT IF A FEW DIE, THE MISSION CONTINUES.



Head straight for this hill once it's vacated and gather up a Medical Kit, Auto Rifle, and Bazooka.

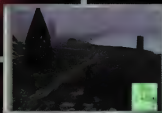


Look south from this point at a snow-covered passageway along the southern wall. Rush into this secret gap and collect a Medical Pack.



Return to the dirt road in the center of the canyon. Ventilate the sniper ahead on a small hill. Grab a Medical Pack and an Auto Rifle.

As the cavern turns north, walk carefully up the middle and follow the dirt road.



Move northwest slowly. If you value your life, keep your eyes peeled. In the mist ahead, you'll see the unmistakable shape of a Tan Tank! Stay as far back from the Tank as possible while you can still see it. From this distance, you can probably get a shot or two in before the Tank notices you. Fire and roll until the Tank goes kaboom.



About half-way up the west, toss a Grenade into the lap of a Gunner in one of the canyon's side pockets.



Turn west through a narrow pass. Grab the Medical Pack before you assault the prison.

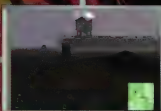
Turn to face northeast. Walk slowly forward and take out the Rifleman who guards this deep alcove. This chap gives up a Mortar.



Creep forward until the prison appears out of the mist. Unload on two Gunners to the north (one drops a Grenade).



One of the mini-alcoves off this area hides two boxes (Bazooka and Medical Kit) behind a large pine tree.



Fire up at the Medium Machine Gun in the tower on the southeast corner of the prison.



Head north around the east side of the prison. Take out the north machine gun tower.

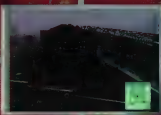


Kill off the guards directly south of you and sprint for the house on the right side of the road.

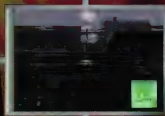
Turn to face west and return fire to the guard on the western corner. The mist is so thick that you might not be able to see him. Just fire at the source of the bullets coming at you.



Dive behind the box to pick up the Flamethrower, and take cover from the fire coming from the east.



Fire up at the northwest tower to knock out the final Medium Machine Gun.



Throw a Grenade over the fence to knock out the closest gunner, and rush into the compound.

Work your way around the prison compound and take out the large group of Riflemen, Grenadiers, and Bazookamen.



Enter the prison through the northern gate.



Go to the small, thin building in the northwest corner of the compound. Leave a bundle of explosives next to the building and take cover.



The surviving prisoners will rush to your side.

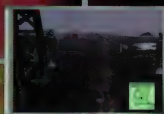
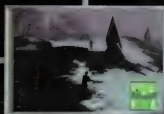


Lob a Grenade at the Tan in front of the cabin.

TIP

TO ENSURE THE SURVIVAL OF THE PRISONERS, LEAVE THEM IN THE COMPOUND IN DEFEND MODE WHILE YOU CLEAR THE WAY TO THE CHOPPER.

Immediately turn east and rush the Grenadier before he can target you.



Leave the prison through the north gate and follow the road north.



Walk towards the helicopter but take cover behind a large object. Toss Grenades at the two Riflemen and fire-and-dodge at the Bazooka unit.

Clear out the area north of the prison (but before the bridge) of a remaining Rifleman. Then pick up the Bazooka in the northeast corner.

Stab westward and wipe out a Grenadier and another Rifleman. Scoop up a Recon Radio.



TIP
IF YOU LEFT YOUR SQUAD AT THE PRISON, GO GET THEM AND LEAD THEM BACK TO THE HELICOPTER.



Head for the bridge and stroll across.

Lead your squad aboard the chopper, and your mission (and this section) is complete.



WALK-THROUGHS:

BAYOU

WEAPONS

PLANT

- **WEAPONS:** Rifle, Grenades, Bazooka, Auto Rifle, Mortar, Flamethrower
- **POWER-UPS:** Medical Kits, Recon Radio
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifle, Grenades, Bazooka, Medium Machine Gun

- A Auto Rifle
- B Bazooka
- F Flamethrower
- G Grenades
- M Mortar
- MK Medical Kit
- R Recon Radio
- X Start Point



BRIEFING

Sarge, the nearby Gray weapons plant has been taken over by the Tan. A Gray Colonel will give us the last Key in exchange for our help. Eliminate all Tans from the weapons plant and the surrounding area.

WALKTHROUGH



Your bayou adventure begins in the southeast corner of this map, facing west. The weapons plant is due north of you, but you'll have to swing around it to actually approach it.



Head southwest to the shack left of the road. Root around in the backyard to reveal a Medical Kit. As you poke around, keep an eye out for movement along the road.



A single Rifleman strolls out from the greenery right of the road, and he has orders to shoot on sight. Use the house and

intervening trees for cover and bag him. He drops a box of Grenades.

Follow the road, using rocks and trees for cover, until additional Tan soldiers come into view in the distance. Wipe out the Riflemen on both sides of the road and rush the Grenadier behind the sandbag wall to the right. He drops another box of Grenades.



As you round the corner to turn north, an ambush awaits. You can see them on the map inset (one Rifleman is behind



the bushes on the left and two more are in the nook to the right). It's very easy to bumble right into their trap. Use Grenades to clear their positions while you remain safe around the corner to the south. For your trouble, you get a Medical Kit and a Recon Radio.



TIP
TOSSING A GRENADE FROM BEHIND A BLIND CORNER IS A TOUGH TRICK, BUT YOU SHOULD HAVE THE EXPERIENCE BY NOW TO DO IT. THE TRICK IS THE TIMING—HOW LONG MUST YOU HOLD THE BUTTON TO SEND THE GRENADE A CERTAIN DISTANCE? IF YOU DON'T FEEL COMFORTABLE WITH GRENADES, SIMPLY ROLL-AND-SHOOT TO NULLIFY THIS CROSSFIRE TRAP.

As you move north of the crossfire trap, be ready to dodge a Bazooka shot from your right. Take cover and extinguish your heavily armed foe in the house ahead. Your prize is a Bazooka.



Collect the Bazooka carefully. A Gunner and a Grenadier are nestled comfortably to your east. You may not even notice the break in the reeds if you don't know to look for it. Deal with them as

you see fit. Be warned that the Grenadier may rush you if you stand still too long. The stationary Gunner yields an Auto Rifle, but don't collect it just yet.



Return to the road to the west. Two Tans (a Gunner and a Grenadier) target you from their position northwest of the house. Use the structure as cover to pick them both off. Swipe the Grenadier's pineapples.



Turn east and mow down the sniper in the distance, behind a sandbag wall.



Continue east along the northern gate of the plant. First, take aim at the sniper's nest just past the northwest gun tower.



Turn to face north and heave a Grenade into the backyard of another house, where a Gunner lurks.



Advance a few steps and destroy any sources of gunfire inside the plant's fence. Take out that north-eastern tower while you're at it.

Walk around the east of the house. Send a rude surprise to the other Tan hiding behind the smaller house, and take his Medical Kit.



Follow the northern line of vegetation to the east. Stop briefly to fire up at the distant machine gun tower in the northwest corner of the plant.



Continue east and south around the plant, collecting an Auto Rifle and Medical Kit. As you come to a dead end, pulverize any Tans inside the fence.



Return to the northwest tower and head slowly south. Stare down any Tans inside the compound.



Follow the remainder of the plant's outer perimeter until you clear out all the Tans within range.



Numerous Tans leave the compound to greet you as you near the front gate. Outgun them and disarm the southwest tower. Don't neglect the

Mortar pack waiting to your right.

Continue south until you see an empty sniper's nest to the right (you vacated its inhabitants earlier). Now you can get the prizes hidden within.



First, deal with Bazooka Joe who pops out from the south. Grab the Auto Rifle in the nest.



At the southwest corner of the plant, another ambush sits in a nook in the reeds. Toss a Grenade. In exchange, you get a Bazooka. Not bad.

Venture inside the plant grounds, but be wary of the remaining Tans inside. Weapons of all sorts will be aimed in your direction.

Although, since this is a weapons plant, there will be plenty of weapons for you to pick up in return. Auto Rifles, Grenades, Bazookas, Mortars, and even a Flamethrower are yours for the taking.



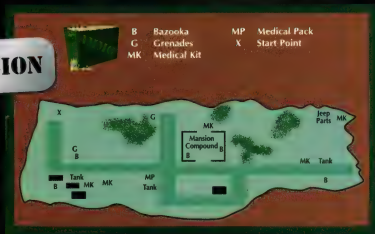
Rid this map of every last Tan and the mission ends.

TIP

IF YOU'RE AN EXPERT SHARPSHOOTER, YOU CAN ELIMINATE ALL THE TANS IN THE WEAPONS PLANT WITHOUT EVER ENTERING ITS GATES. WHEN THE LAST TAN FALLS, THE MISSION ENDS. IF, HOWEVER, YOU CAN'T GET ALL OF THEM, OR YOU'RE LOW ON AMMO, YOU'LL HAVE TO ENTER THE PLANT.

COLONEL'S MANSION

- **WEAPONS:** Rifle, Grenades, Bazookas
- **POWER-UPS:** Medical Kit, Medical Pack
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Grenades, Bazookas, Tanks



BRIEFING

Sarge, the Gray Colonel lives in this area and needs our help. He will give us the third Key if we can get him safely out of the area. Destroy all Tanks and Tan ground forces in the area. The Colonel will exit from the back porch of the mansion when it's safe.

WALKTHROUGH



You begin northwest of the Colonel's mansion, facing south down a long road. Before you run off, however, you'll need to stock up on Bazookas.

TIP

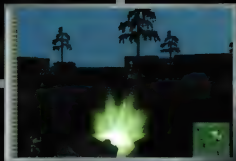
MOST OF THE BAZOOKAS ARE IN THE HANDS OF OPPOSING TROOPS, WHO MUST BE KILLED BEFORE YOU CAN STEAL THEIR WEAPONS. A FEW, HOWEVER, ARE UNOWNED AND CAN BE FOUND AROUND THE MANSION.



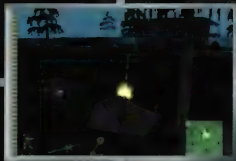
Head south along the road until you see a Tan unit run up to meet you. Dodge his Bazoooka fire; then shoot him up and take his weapon. Return to your starting point.



Head east from your starting point until you come to the north gate of the mansion. Grab a box of Grenades.



Outgun the guard here. He won't be needing that Medical Kit anymore.



Approach the north gate. From outside the wall, you should be able to topple the Rifleman (in the shrubs) and Flamethrower unit (by the tree) inside.



Once they are cleared, enter the compound and collect a Bazooka from the shrubs on the left side of the house. Whack the Gunner lurking in the side yard.



Sneak around to the side of the house. A Grenadier guards another Bazooka box. Rush him and take his prize.



Leave the mansion via the north gate and go to the northern border of the map. Once there, move eastward until the path narrows

and you can see the northeast corner of the map.



Lob a Grenade at the Tan Gunner lurking amidst the Jeep parts and make a break for his nest. Take cover and deal with the Tan in the distance to the south. Grab a Medical Kit before you leave.



Head south to the small camp in the southeast corner of the map. Mop up the Tan defenders (a Rifleman, a Grenadier, and a Bazookaman). Then grab the box of Bazooka shells they leave behind. Time for Tank number two.



Proceed south along the eastern wall. A Tank will appear out of the mist. Fire and dodge. Get three solid hits and the Tank is toast. Pick up the Medical Kit it leaves; you probably need it.



Head west along the southern wall and take out the Gunner waiting behind a rock.

TIP

WHILE BAZOOKAS ARE PLENTIFUL HERE, THERE ARE JUST ENOUGH TO GET ALL THREE TANKS. YOU'LL HAVE ENOUGH FOR A FEW MISSES, BUT YOU SHOULD MAKE EVERY HIT COUNT.



As you approach a small cabin in the south, another Tank rumbles out of the mist. Handle it no differently. However, be sure that pesky

Gunner to the north doesn't take you out while you work on the Tank. Get the Tank's Medical Pack and continue toward the southwest corner.



Here comes the final Tank. Do that voodoo that you do so well. Get its Medical Kit before you mop up the foot soldiers.

TIP

THE COLONEL WILL EMERGE WHEN ALL OF THE TANKS ARE DESTROYED. IF YOU LIKE, YOU CAN RESCUE HIM WITHOUT SLAUGHTERING ALL OF THE GROUND TROOPS. MAKE SURE, HOWEVER, THAT YOU'VE CLEANED OUT THE AREA AROUND THE MANSION AND ITS SOUTHERN GATE BEFORE YOU GO TO PICK UP THE COLONEL.



Fall back behind cover and take out the Bazookaman and Gunners who protect the perimeter of the camp.

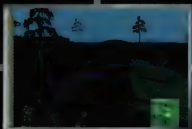


Finally, do away with the Grenadier rooting around the trench.



Now that all resistance has been nullified, head back to the mansion to fetch the Colonel. Just walk near the house and he will come out to join you.

Walk him to the southern side of the mansion where a Half-Track awaits.



When he boards it, he leaves the third and final Key on the sidewalk. Pick it up to complete your mission.

BRIDGE BATTLE

- **WEAPONS:** Rifle, Grenades, Auto Rifles, Bazookas, Flamethrowers, Mortars
- **POWER-UPS:** Medical Kits, Medical Packs, Mine Sweeper, Recon Radio
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Auto Rifles, Grenades, Bazookas, Flamethrowers, Tanks



BRIEFING

Sarge, we have a safe house for the Colonel on the other side of the bridge. The Tans know you are coming, and they've blocked the road to prevent vehicles from crossing. You must proceed on foot.

WALKTHROUGH



You start in the southwestern portion of this map. You and the Colonel are in great danger right now. The instant you have control of Sarge, spin around and

run to the far western wall. When you reach the wall, put the Colonel in Defend mode and turn back around to face east.



Any second now, a Bazooka unit will come roaring over that hill from the east. He's gunning for your new friend. Run forward, Rifle drawn, and take him out quickly, or this mission will be over.



Once he's down, pick off the sniper standing to the east, next to the road. OK, now you can pick up the Bazoooka and the other goodies (Auto

Rifle, Grenades and Medical Kit) near your start point.

Once this initial threat has passed, leave the Colonel to defend. Then head off in search of weaponry. Follow the western wall to the northeast.



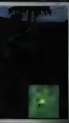
Soon, you will come to a mine field warning sign. To the north of the sign, a sniper's nest sits behind the mine field. Lay a Bazoooka shell in there to quiet these chaps.



Whip out the Mine Sweeper and make a line for the now vacant sniper's nest. Gather up a Bazoooka and Medical Kit.



Plant a Grenade on the sniper's nest near the wall and grab his Mine Sweeper. His Medical Kit might come in handy, too.



Pull out the Mine Sweeper again and walk east along the vegetation line.



As you step from the nest, another Tan Gunner rushes up to you. Hide behind the large dirt hill and lob a Grenade at him too. Get his Auto Rifle.



Soon, a Tan Flamethrower unit will run out to meet you. Switch to any other weapon (it's hard to kill someone with a Mine

Sweeper) and open fire quickly, or you're plastic soup. When he expires, grab his Flamethrower.



Arm the Mine Sweeper and continue east. When you see a fortified supply camp full of Riflemen, you know you've arrived. Lob some Grenades from

safety or roll and lay some Bazooka fire into their kitchen (it's OK—no Mines here).

One more Gunner is stationed off to the right of the road. Unload on him. Grab his Recon Radio.



Once the coast is clear, proceed into the camp and pick up two Mortars, an Auto Rifle, a Bazooka, and a Medical Kit.



As you come to the barricade, snipe at the numerous Riflemen behind the sandbag walls. Scoop up any weapons dropped by the deceased barricade defenders.



Get out the Mine Sweeper again and walk toward the house. Get the Medical Kit and exit the mine field (note the sign). Return to the Colonel.

Eliminate the twin Grenadiers guarding the bridge and pick up their stray weapons and a Medical Kit.



Walk east along the road. Pepper the Gunner to the right of the road and the Grenadier behind the hill to the left. A Medical Kit and a Grenade are your rewards.



Go down to the waterside left of the bridge and pick off the Riflemen on the opposite shore.



Stand at the end of the bridge and take a deep breath. Get a recon and see what you're up against. Tans with Bazookas, Flamethrowers, and Tanks are

just waiting for you to cross that bridge.

Have you got a surprise for them! First, walk forward to attract the attention of the Flame-thrower units. When they come forward, send a Bazooka blast right down their throats. Walk to the shoreline and take on any units who have come forward from the opposite shore.



Next, use your Mortars to clear the Tanks off the road.



Cross the bridge and gun down any stragglers. Search for post-mortem goodies amidst the carnage.



Continue up the road and perforate the remaining Riflemen.



Go back and fetch the Colonel.



Cross the bridge and carefully approach the safe house. As you get close, a Flamethrower unit pops out to stand in your way.

Between you and the Colonel, this dude is Swiss cheese.



Approach the safe house. The Colonel will run in, and your mission is complete.

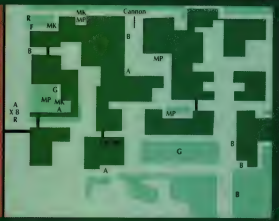


BOURBON

STREET

- WEAPONS:** Rifle, Grenades, Auto Rifles, Bazookas, Flamethrowers
- POWER-UPS:** Information, Medical Kits, Medical Packs, Recon Radio
- VEHICLES:** None
- ENEMY WEAPONRY:** Auto Rifles, Grenades, Bazookas, Flamethrowers, Tanks

- A Auto Rifle
- B Bazooka
- F Flamethrower
- G Grenades
- MP Medical Kit
- MP Medical Pack
- R Recon Radio
- X Start Point



BRIEFING

Sarge, the Colonel has told us the secret of the Keys. When put together, they form a triangular device that opens a portal of unknown powers. We must know the secret of the portal before the Tan does.

WALKTHROUGH



You enter the town in the southwest corner, facing east.

ROLL! As soon as you gain control over Sarge, roll away from your current position and be ready to roll again. A Bazooka unit is behind the

fence to the northeast, and he has you in his sights. Pick him off with your Rifle and take a breath.



Now, casually take aim at the Grenadier across the street. He doesn't seem to notice you unless you approach, so use your

superior range to your advantage. Pick up your initial supplies: Auto Rifle, Recon Radio, and Bazooka.



There's only one way to go (east and south are blocked), so turn left to head north.



Stop briefly in Bazooka boy's yard (the opening in the fence is to your right). Hide behind the house with an Auto Rifle, Medical Kit, Grenades, and a Medical Pack.



Go behind the sandbag wall to collect a Bazooka and peer around the corner. Looks clear, right? Wrong. A Gunner and a Flamethrower unit hide around the other side of this

house. Two Grenades will do the trick. You'll have to throw them blindly, but that should be old hat by now. Pick up the Flamethrower.

As you leave this yard, another Bazooka unit runs in from the south. Dodge his fire and make him wish he'd stayed in hiding.



Creep slowly out of the corner where you found the Flamethrower.

Deal with a Rifleman on the ground first, then take heed of a bigger problem. If you look carefully, another sniper waits on a balcony around the corner.

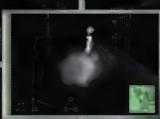
Roll out from your hiding place and give him the shock of his life.



Return to the northbound road. When you do, you'll find yourself just out of range of a Bazooka somewhere down the road. Stay out of range until you take care of two

Rifleman. One Rifleman is up the road and another is alongside the Bazooka.

Now take out the Bazooka with a standard roll-and-fire maneuver. Before going on, scratch that pesky Rifleman who pops out from around the corner ahead.



Enter the small, gated area nearby and grab the Recon Radio. Look carefully into the corner to see a Medical Kit hidden behind a bush.

Return to the road and turn east at the mailbox. Stay ready to duel with a Gunner to your northeast (left of the road). Collect the Medical Kit and Medical Pack between the balconies on your right.



Don't go bumbling into the corner just yet. Creep up to the corner of the buildings and eliminate the Grenadier waiting around it. A simple rush-and-fire will do.





Around the corner ahead, lots of Tan and Gray soldiers await. Your only hope is to pick them off individually.



Three Gunners on balconies are your next obstacles. Using the corner as cover, kill the single soldier on the left side of the street.

Creep down the road until the first shots are fired. Then take out the Gunner who races up to poke you full of holes.



Roll out from the corner and nab the remaining two snipers. Watch out for a Gray Bazooka-man, too (if he hasn't been killed by a Tan "ally"). Pick up his dropped Bazooka crate and wipe out a final Gunner at the end of the block.



Move forward a bit more and toss a Grenade to the Rifleman amidst the sandbags behind the inactive Cannon.



This dangerous block empties onto a lovely town square, but the inhabitants aren't very happy to see you. Take refuge behind the mailbox at the end of the block and lob

Grenades to smash these two initial defenders.

The instant you set foot in the square, a Grenadier and a Rifleman come out from the left. Pummel both of them, but mind the other sniper firing from the far end of the square.




An Auto Rifle (given up by one of the defenders) sits in the square's southeast corner. A Medical Pack waits in the northwest corner.

TIP

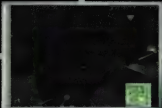
YOU WILL ENCOUNTER BOTH TAN AND GRAY SOLDIERS ON THIS LEVEL. THOUGH THEY ARE FIGHTING TOGETHER, IT'S AN UNEASY ALLIANCE. THEY HAVE BEEN KNOWN TO DUKE IT OUT AMONGST THEMSELVES. IF YOU FIND FEWER TROOPS IN A GIVEN PLACE THAN YOU EXPECT, CHANCES ARE THEY'VE BEEN TAKING EACH OTHER OUT.




Proceed through the southern exit. Pick up the Bazooka first.




Do not run into the intersection ahead; it is one major crossfire trap. First, snipe at all the Tans you can see from your current position.




Follow the streets until you come to a wide-open city park.




Hug the wall to your right with your back to the chain-link fence. Roll right to get the Gunner around the left corner.



Run to the small house in front of you, snap up a box of Grenades, and notice the Medical Pack.



Walk to the other side of the street and repeat this process with the final Gunner around the right corner and on the balcony. Be ready to take out the sidekick who runs in (at street level) when he hears gunfire. Take a second to get the Medical Pack in the parking lot across from you.



Move carefully around this park. Shoot down any Tan or Gray soldiers you meet and pick up their dropped weaponry. Conserve your Bazooka shells. Be ready not only for


Riflemen, but also for some Gray Bazooka and Grenade units on the eastern end of the park.

TIP

WHATEVER YOU DO, DON'T LEAVE THIS PARK THE WAY YOU CAME. A TAN TANK HAS MOVED IN TO ENSURE THAT YOU DON'T RETREAT. THIS TAN TANK WON'T FOLLOW YOU, AND YOU'RE NOT REQUIRED TO DESTROY IT TO COMPLETE THE MISSION.

TIP

AS YOU APPROACH THE TOWN PARK, YOU'LL HEAR PLENTY OF GUNFIRE. THIS IS THE RESULT OF FIGHTING BETWEEN THE TAN AND GRAY TROOPS. DON'T, HOWEVER, MISTAKE THEIR DISLIKE FOR EACH OTHER AS FRIENDLINESS TOWARD YOU. BOTH SIDES WILL SHOOT YOU IF YOU COME INTO VIEW, BUT YOU CAN STILL USE THIS JAGGED ALLIANCE TO YOUR ADVANTAGE. IF YOU HEAR GUNPLAY, LET IT DIE DOWN BEFORE YOU ENTER THE AREA. THIS WILL REDUCE THE NUMBER OF TROOPS YOU HAVE TO FACE.



Once the coast is clear of foot troops, venture to the southeast portion of the park. Be ready to duel with a Gray Tank. A few Bazooka crates litter the area to help you out. Use

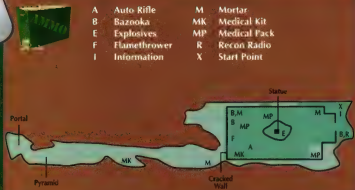
your wits and well timed rolls to avoid the Tank's blasts. Get in about three blasts of your own, and the mission ends in victory.

CITY

OF

THE DEAD

- **WEAPONS:** Rifle, Auto Rifles, Grenades, Mortars, Bazookas, Flamethrowers, Explosives
- **POWER-UPS:** Medical Pack, Medical Kit, Recon Radio
- **VEHICLES:** None
- **ENEMY WEAPONRY:** Bazookas, Auto Rifles, Grenades, Flamethrowers



BRIEFING

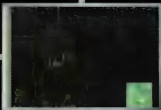
Sarge, good work making it through town. The portal is near this cemetery. You need to find it quickly. You have 15 minutes before the entire Tan army descends on the area.

WALKTHROUGH



Your final mission begins as you face south outside the northeast wall of the cemetery. Pick up the useful Information at your feet.

Head south toward the front gate and snap up the Bazooka and Recon Radio crates to the left of the gate.



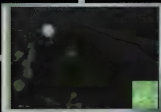
Stay close to the wall and pick off as many of the distant Tan and Gray soldiers as you can. There are about 25 enemy units wandering about this confined space. You will

need to eliminate most, if not all, of them to complete your mission. The bad news is that you have only a limited amount of time.

TIP

DO AS MUCH DAMAGE FROM LONG RANGE AS POSSIBLE. IT'S FASTER, AND YOU EXPOSE YOURSELF TO FAR LESS DAMAGE.





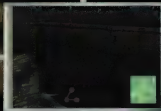
Your enemies sport myriad weapons. This area is heavy with Bazooka-, Flamethrower-, and Grenade-bearing units. Work as quickly as you can and eliminate anything that attacks you.



Note again that fighting will occasionally break out between Gray and Tan forces. Let them duke it out so you have less work to do.

TIP

YOU DON'T HAVE TO KILL ALL THE SOLDIERS IN THE CEMETERY. IT HELPS, BUT IT'S NOT REQUIRED. AS LONG AS THE SURVIVORS DON'T ATTACK YOU, THEY ARE NOT YOUR CONCERN. TIME FACTORS SUGGEST THAT YOU KILL ONLY THOSE UNITS THAT POSE A THREAT.

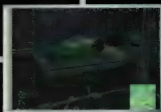


Once the coast is clear, find a way out of this compound. Go to the southwest corner of the cemetery. Sarge will tell you what you may already have noticed: the

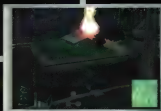
section of wall here is cracked and looks like it can be shattered with a little explosive help.

Head to the northeast corner of the cemetery and pick up a box of Mortars (unless you have already stolen some from your dead enemies).

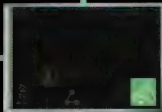




Next, go to the gated area in the middle of the cemetery and turn toward the tall statue.



Fire a Mortar at the statue. When it shatters, it leaves behind a box of explosives and the gate to the statue opens. Run in and get the explosives.



Enter the maze and move to the left to find a box of Mortars.

Advance carefully through the swamp, it is rife with Gray and Tan Bazooka units. Roll and fire with your Bazooka, or drop some carefully placed Mortars to clear the way.



Run back to the southwest corner and leave the explosives by the weak section of the wall. Take cover as it blows open.



Grab the Medical Kit dropped by the first Bazooka unit and take aim at the Gunner to the west.

As a distant pyramid comes into view, Mortar the two Bazooka units peppering you from its base.





As you round the pyramid to its right, launch a Bazooka attack of your own at a distant Rifleman.

Continue west to approach the portal. A pyramid sits to your left.



Climb the ramp to the top of the pyramid. The portal opens and you can pass through.

Where does it go?



Might as well find out since your mission and your adventure draw to a close.



MULTI-PLAYER

ARMY MEN

3D

When you've conquered the Tan, there's still plenty of game left. Two-Player battle against friends and family is the ultimate challenge of the molded-plastic heroes. Choose from five distinct maps of various types and terrain, and engage in fierce, capture-the-flag action.

In each game, you must defend your flag from the assaults of your foe. Prevent the enemy from returning to its own base with your precious flag. The differences in the five maps make each game a unique experience.

- **RIFLEMEN:** 1
- **GRENADIER:** 0
- **BAZOOKAMEN:** 2

This map is based on the Prison Break level. It's two-part canyon with a narrow passage in the middle, which makes for a strategic challenge. The geography assures that both players will heavily fortify the bottleneck to prevent easy entry into their territory. The winner, therefore, will be the one who can survive the gauntlet. With a bevy of Tanks at your disposal, you'll need to find a way through your opponent's blockade. Punch through it with brute force, sneak past it with stealth and speed, or simply wait until your foe gets frustrated and presses forward into your blockade.

In all maps except Santa Plastico (which is a one-on-one contest), you must first set up your allotment of computer controlled support troops. These soldiers can be set to Attack (chase down any approaching threat) or Defend (stand still but engage any attacking enemy until it submits). Use your Grenadiers and Bazookamen as your last line of defense (or as an ambush). Establish your Riflemen at the front lines in crossfire positions if possible. You, as Sarge, must get the flag and get home.



CABIN FEVER



- **RIFLEMEN:** 4
- **GRENADIER:** 1
- **BAZOOKAMEN:** 1

Fans of the Mining Camp level will enjoy this return visit. The rolling hills and numerous side paths make for great wide-open battle and sniper warfare. Race across the meadows with your Jeep and set up your

plentiful support troops in unexpected places. Tan holds the larger, wider area to the north, but this can either be wielded as an advantage or turned around to be a major disadvantage. Since larger space is harder to defend, you can distract a Tan opponent by attacking from a wide variety of angles, probing the defenses for weak-spots.

SNAKE CANYON



- **RIFLEMEN:** 1
- **GRENADIER:** 1
- **BAZOOKAMEN:** 1

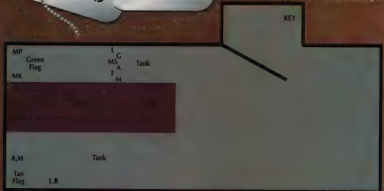
Two complex fortresses shield the flag from simple frontal assaults. You'll need to keep your wits about

to you navigate the maze that leads to your opponent's (and your own) flag. A very narrow passage connects the two forts, but high ridges run along the passage creating ample sniper opportunities.

- **RIFLEMEN:** 1
- **GRENADIER:** 1
- **BAZOOKAMEN:** 1

Army Men in their natural environment, the rec room. You must find your way through misplaced toys, shoes, and other basement denizens. Use the open closet to your advantage. Your Tank will help you establish yourself as king of ground level.

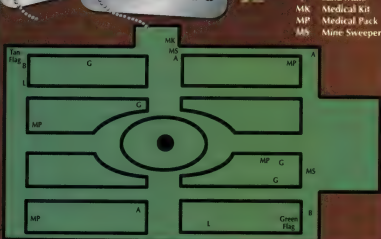
CLEAN UP THIS MESS



- **RIFLEMEN:** 0
- **GRENADIER:** 0
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A one-on-one deathmatch, Santa Plastico is just you versus your opponent. There are no automated troops to control, no surprises to worry about. It's just simple, savage stalking. The graveyard from City of the Dead is an appropriate environment for this bloodbath. Use the graveyard's many crypts and stones as cover. Remember that you and your opponent have very limited fields of vision. Creep in from behind your opponent or stay low and approach from the front. You can spring quite a surprise.

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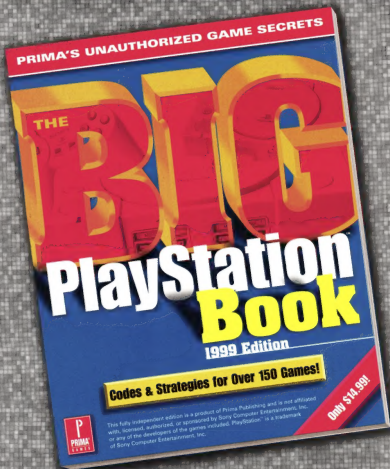


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Platform: PlayStation® game console